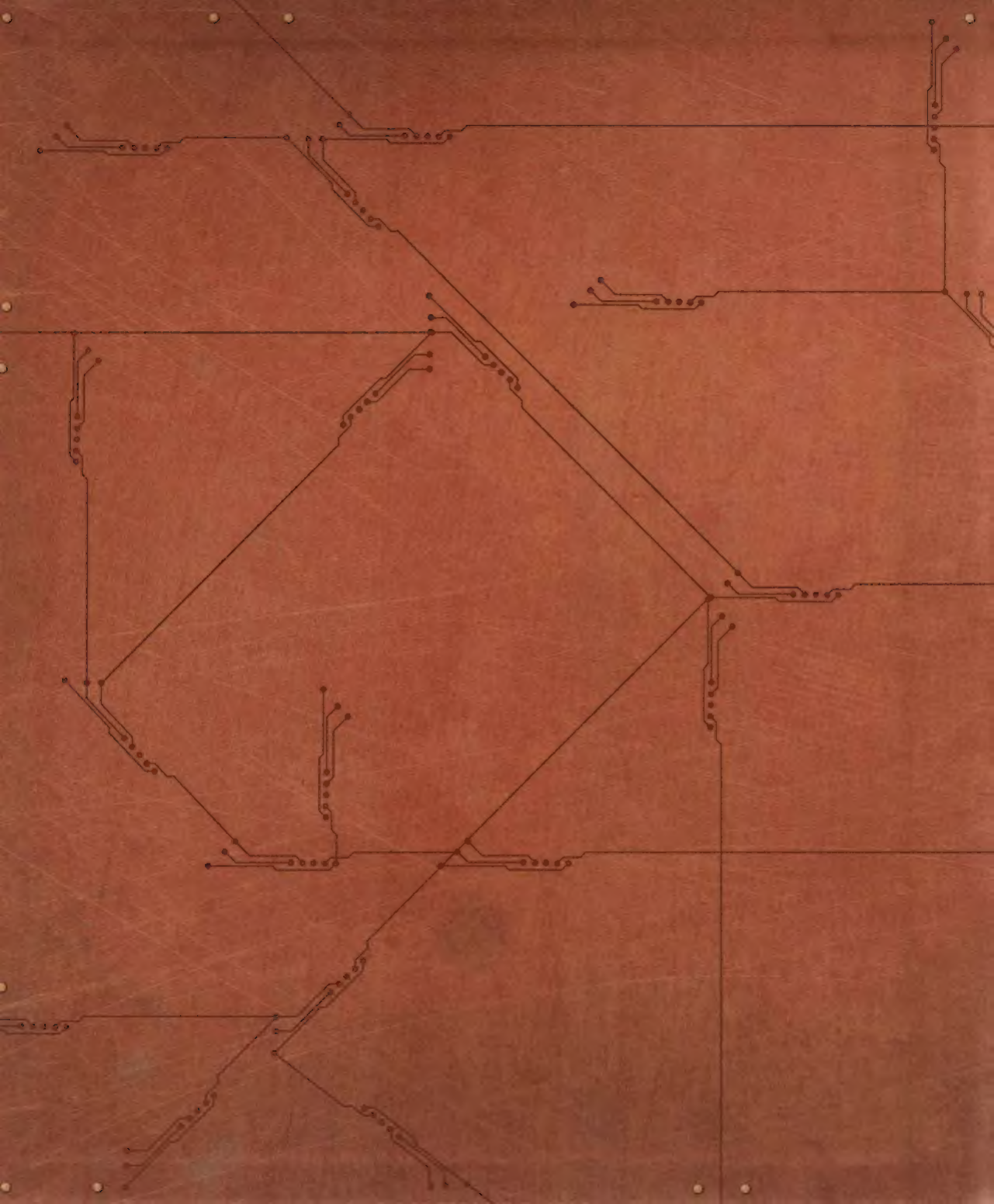
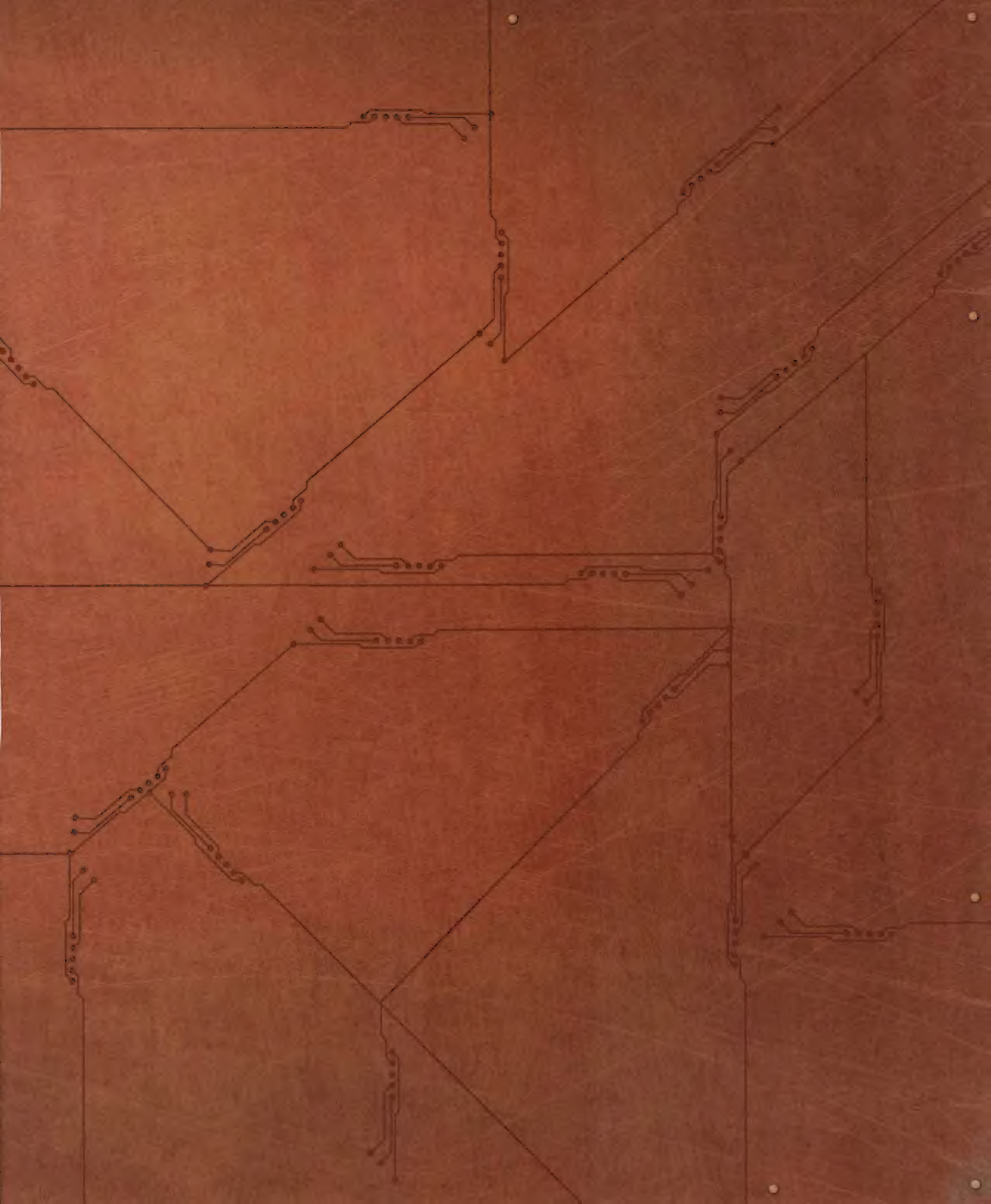
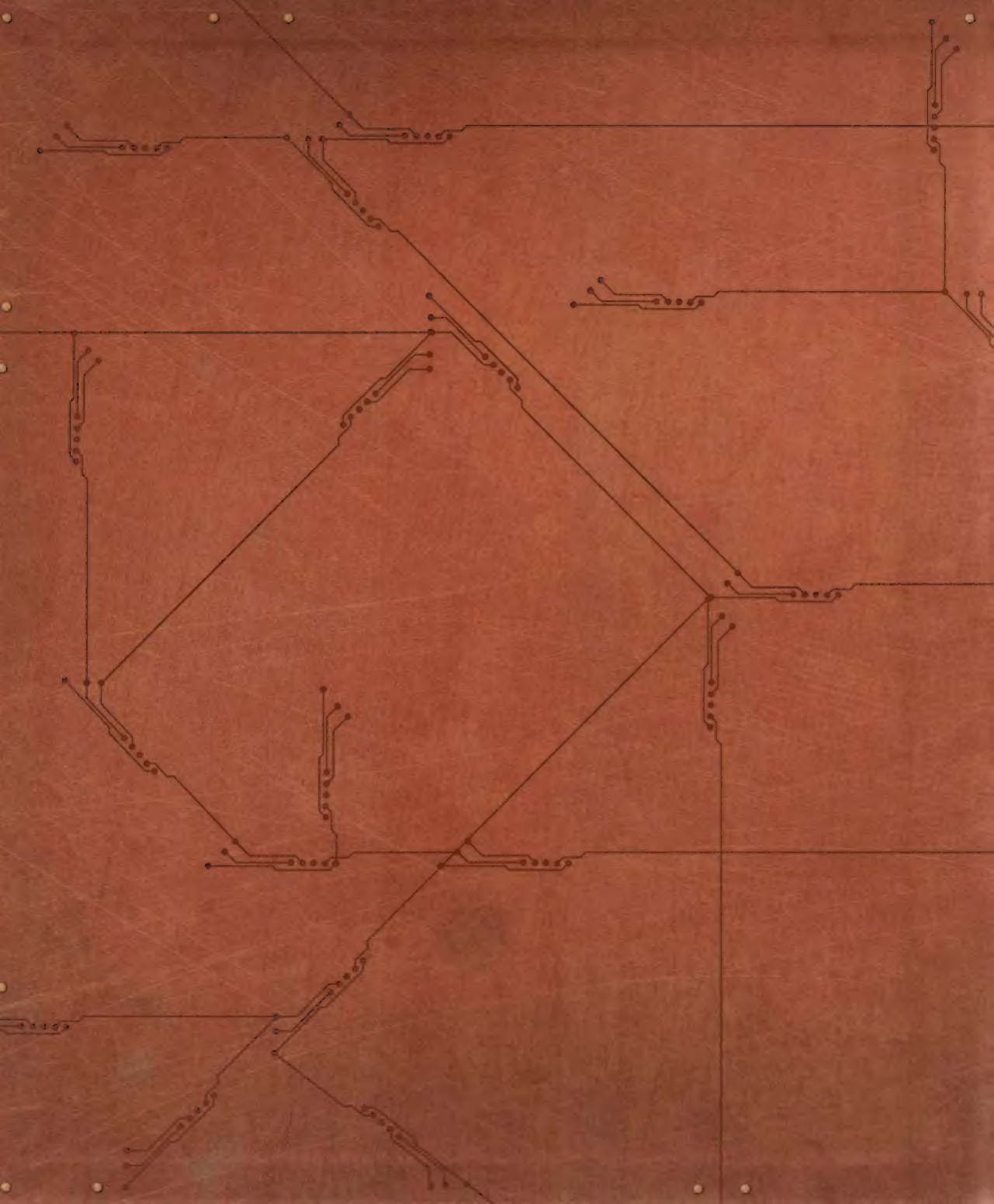
STAR WARS
DROIDOGRAPHY
DISNEY







DROIDOGRAPHY

WRITTEN BY
MARC SUMERAK

Disney · LUCASFILM

HARPER FESTIVAL
An imprint of HarperCollinsPublishers

INTRODUCTION

Greetings, readers both organic and mechanical! I'm RO-GR—last of the B1 battle droids, nearly decorated veteran of the Clone Wars, and oft-disputed hero of the Rebellion. But you can just call me Roger.

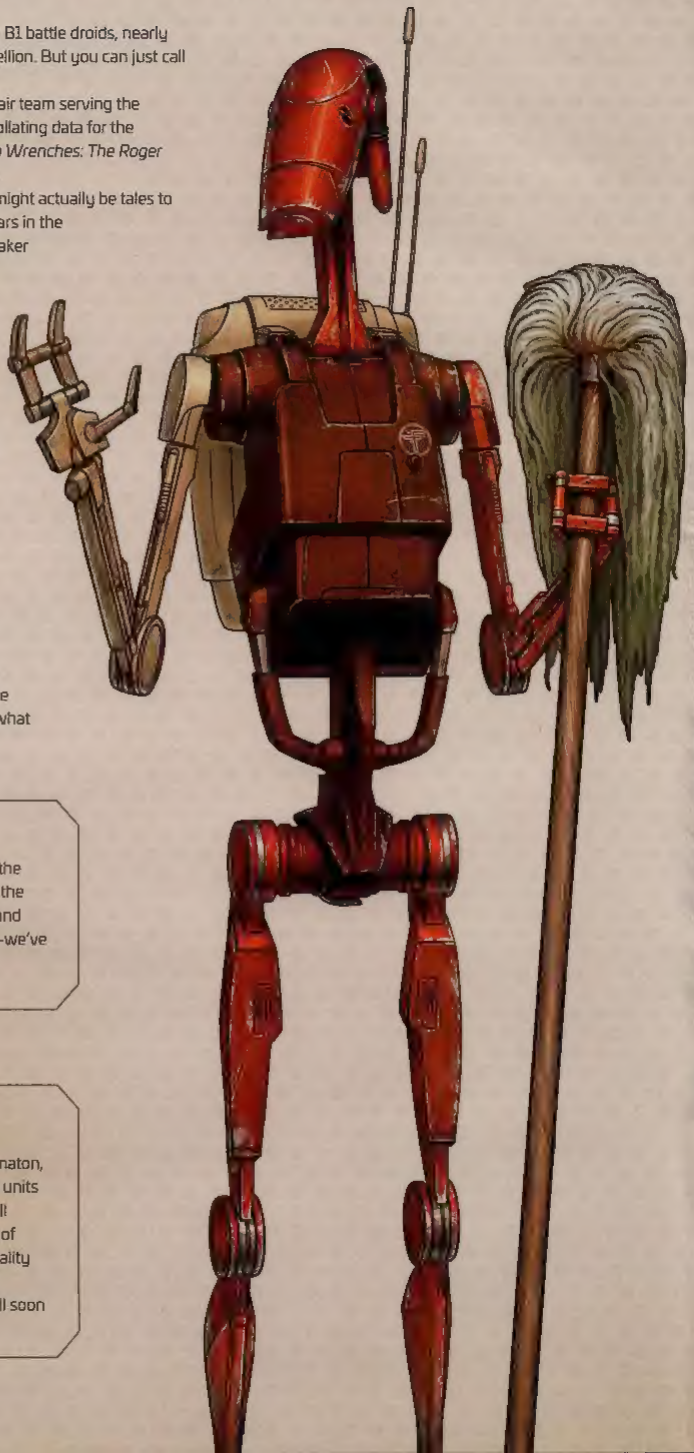
By day, I'm the most beloved member of a scrappy salvage and repair team serving the Resistance in the never-ending battle against evil. By night, I've been collating data for the companion to my critically unclaimed autobiography, *From Trenches to Wrenches: The Roger Story*—now available on the HoloNet at an extremely reasonable price.

See, during my research, I made the shocking discovery that there might actually be tales to tell that weren't just about me. Hard to believe, I know! But from my years in the Separatist Army to my time traveling the universe alongside the Freemaker family and other legendary heroes, I've encountered countless droids who have contributed to the galaxy in ways that their human counterparts rarely even noticed. That got me thinking . . .

What do humans really know about droids? They know what we do—or at least what they programmed us to do. But even then, most of them only seem to notice us when we don't do our designated tasks to their satisfaction. They may think they know what their droid wants and needs (and if the answer is a warm oil bath and a good buffing, then they're probably right), but it's rare that they know what their droid thinks and feels.

That's why I'm gathering this info about my extended mechanical family all in one volume—a "droidography," if you will. It's my sincere hope that their stories might show how every single life—including artificial ones—has some greater value. We may not all be Empire-shattering heroes like yours truly, but there's a pretty good chance a droid has done something to make your life a little easier without ever asking for credit (or your credits).

So next time you order a steaming hot cup of caf, maybe consider buying your WA-7 waitress droid a nice mug of 30-weight motor oil (the good stuff) and asking about *her* day for once. You might be surprised what she has to say . . .



WHAT IS A DROID?

A droid is an artificially intelligent mechanical life-form. We range from the most complex medical units to the simplest floor sweepers, performing the tasks deemed too dangerous, difficult, or time-consuming for humans and other organic species. If you're unskilled or generally lazy, don't worry—we've got you covered!

WHERE DO DROIDS COME FROM?

Most droids are manufactured by major companies like Industrial Automaton, Cybot Galactica, and Baktoid Combat Automata. Although thousands of units may come off the same assembly line, that doesn't mean that they're all identical. Believe it or not, not every battle droid can bake a perfect tray of sweet-sand cookies (not even me, I'm told)! Each droid's unique personality is shaped not only by its programming, but also by its interactions and experiences. Some of us turn out to be loyal and heroic. Others, as you'll soon learn, not so much.

A BRIEF HISTORY OF DROIDS

No one knows who built the first droid. I mean, I'm sure some people knew at one point, but they're all dead. Sure, droids are technically immortal, but the odds of finding an operational droid that is thousands of years old are lower than your chances of finding a Hutt in a health club.

Back in the early days, droids and other living beings tended to work together for the sake of the galaxy. To be fair, even in ancient times, the bond between organic and mechanical life-forms was always a little tenuous. Humans were concerned that their automated creations might someday deem themselves superior and rise against their masters. And sure, there were a few times when droids did try to overthrow humanity, but we all make mistakes. Overall, though, there was an unspoken understanding between human and droid cultures that kept everyone working on the same team throughout the ages.

When the Clone Wars began, everything changed. Droids like me became cogs in the Separatist Army, and half the galaxy began to hate and fear us even though we were just doing what we were programmed to do. Jedi Knights—the supposed protectors of all life—seemed perfectly happy using their lightsabers to slice any droid who opposed them in half. And then into quarters. And sometimes into even smaller chunks, just for good measure. Those droids who were still in one piece and didn't get deactivated when the Clone Wars ended found ourselves living in an Empire where droids were treated like property and nothing more. And even though some droids were willing to rise up and take a stand for our kind, for the most part, being a droid in those days kinda stunk.

Luckily, there were still good organic beings out there who saw us as more than just gears and wires. They treated us as equals, and we became part of their family—and part of their Rebellion. That trend of increasing acceptance between organic life-form and machine continued throughout the New Republic and into the era of the Resistance. When it comes to the future, only one thing is certain: Droids are going to be around to see a lot more of it than you fleshy creatures. So for our sake, let's try to make a better world together, all right?

B-1 BATTLE DROID, RO-GR

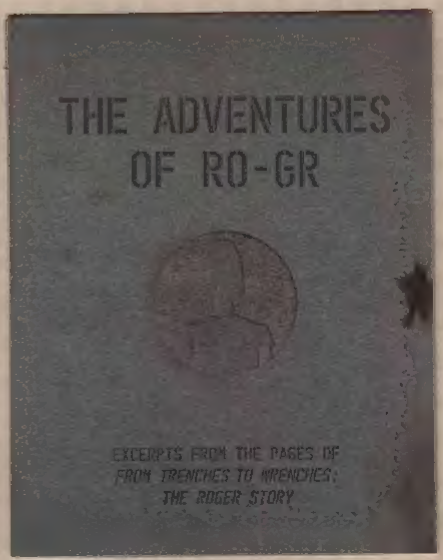
- **ORIGINAL PROGRAMMING DIRECTIVES:**
  - FIELD COMBAT
- **UPDATED DIRECTIVES:**
  - COOKING
  - BAKING
  - BABYSITTING
  - CLEANING
  - SCAVENGING
  - PILOTING
  - VEHICLE REPAIR
  - TRANSPORTATION
  - SELF-REPAIR
  - LONG-RANGE COMMUNICATIONS
  - RUNNING AWAY
  - CUSTOMER SERVICE
  - KNEE-KICKING
  - MOP- AND SPATULA-BASED COMBAT
  - INTERPRETIVE DANCE
  - WRITING
  - RELAXING
  - GALAXY-SAVING
  - LOYALTY
  - FRIENDSHIP

NOTE: Reprogramming a droid can be a difficult process with unpredictable results. There's a reason I'm such a unique specimen! So unless you're okay with your vacuum cleaner suddenly becoming [illegible]

DROID CLASSES

For easy identification, droids are traditionally divided into five classes based on their specializations. (Frankly, I think that lumping us together like this is a little rude. I assume this list was developed by a human with zero class.)

- **CLASS ONE DROID:** Medical, physical, and analytical sciences.
- **CLASS TWO DROID:** Engineering and technical sciences.
- **CLASS THREE DROID:** Skilled service and social sciences.
- **CLASS FOUR DROID:** Military and security tasks.
- **CLASS FIVE DROID:** Hard labor and miscellaneous basic functions.



MANUFACTURED ON GEONOSIS
(HAPPY ASSEMBLY DAY!)

BATTLE OF NABOO
(FIGHTING DUNCAN STYLE!)

BATTLE OF GEONOSIS
(WINDOW SKYWALKER! WINDOW PAIN!)

BATTLE OF SALEUCAMI
(FIVE AGONIZING MONTHS!)

BATTLE OF NAL KAPOK
(WORST BATTLE. EVER!)

BATTLE OF KASHYYYK
(SCREAMS! BLASTER FIRE! THE HORRIBLE STENCH OF WAWAFF WOOKIES FUR!)

END OF THE CLONE WARS
(DEACTIVATED. WE HAD IT COMING!)

REACTIVATED ON ORD TELLAROM
(HERE WE GO AGAIN!)

REPROGRAMMED BY FREEMAKERS
(FINGERS BLASTERS FOR BEDTIME STORIES!)

STATIONED ON THE WHEEL
(BETTER THAN NAL KAPOK!)

RANCOR PLANET
(IT GETS UGLY . . .)

BACK TO NAL KAPOK
(THAT DIDN'T LAST LONG!)

BELGAROTH ASTEROID FIELD
(HORRIBLE NUTT NEBULAVA!)

RETURN TO KASHYYYK
(KEPT MY ARMS. LOST MY HEAD.)

CRASHED ON FELUCIA
(EATEN BY GIANT PLANTS. MORE THAN ONCE!)

VISIT TO TATOOINE
(PODRACE CHAMPIONS!)

[illegible]
(NEVER TRUST MONOD!)

RACE TO NINGOTH
(WATER PLANET + BAD FOR DROIDS!)

JOURNEY TO NABOO
(BATTLE DROID GRAVEYARD!)

MAKE IT ZOH
(PREVENTED DROID MUTINY!)

CHILLING ON HOTH
(ICE PLANET + WORSE FOR DROIDS!)

OFF THE CHARTS
(TRAINED ROMAN AND HID FROM EVIL!)

CLASH ON CORUSCANT
(BATTLED THE EMPEROR. NO BIG DEAL!)

A NEW HOME (ONE)
(JOINED THE REBELLION. ABOUT TIME!)

THE ADVENTURES OF RO-GR

EXCERPTS FROM THE TIMES OF HIGH HEROICS IN MINDSET, DE AGOSTINI

PROTOCOL DROIDS

We live in a big galaxy, which means there are a lot of different creatures out there speaking countless strange languages. Some aliens don't require a translator—pretty much everything a Wookiee says means, "I'm going to rip your arms off!" But if you encounter a species that isn't quite as easy to understand, then thank the Maker for the trusty protocol droid.

Fluent in millions of languages, from Huttese to Pak-Pak, and well versed in the local customs on as many worlds, a protocol droid makes the perfect companion when you're traveling to unknown destinations. That is, if you can handle their generally uptight personalities for extended lengths of time. I mean, these droids could really stand to loosen a few bolts!

But protocol droids are capable of much more than just smoothing over your unintentional insults to alien cultures. Because of their superb communication abilities, they often find themselves operating in command centers and on important diplomatic missions. Oddly enough, they also make great waiters at fancy cocktail parties. (Or so I'm told. I never get invited . . .)

TC-14

Stationed aboard the Trade Federation flagship, TC-14 served as the welcoming committee for visiting dignitaries. On one occasion, when some so-called ambassadors actually turned out to be sneaky Jedi Knights, TC-14 alerted her Neimoidian masters as quickly as possible but couldn't prevent a fierce battle from breaking out on board. If TC-14 hadn't followed her programming quite so precisely, perhaps the Clone Wars would never have happened. Of course, then I never would have been built. So . . . I guess . . . good job, TC-14?

TRANSLATOR WHEEL

USE TO DECODE AUREBESH AND TRADE FEDERATION BASIC MESSAGES

PZ-4CO

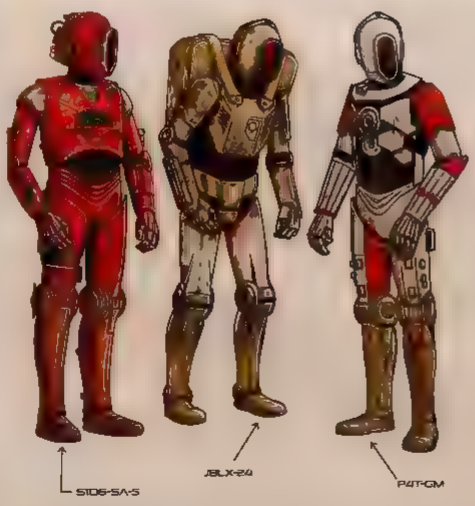
Known as "Peazy" to her friends, this elegant, long-necked comms droid coordinated the communications and data systems for the Resistance during battles against the First Order (the successors to the Empire). One of PZ-4CO's most important duties was to record the memoirs of Resistance General Leia Organa (whom I met on the Wheel way back when she was just a regular princess). I would love the chance to trade juicy stories with Peazy . . . but for some strange reason, I always get the feeling that she looks down on me.

RA-7

Though their bodies may resemble standard protocol droids, RA-7s are distinguished by their insect-like head design featuring an enhanced photoreceptor array. But like every other protocol droid model, they'll still talk the ears off a gundark. (Thankfully, I'm programmed to automatically shut down after twenty minutes of not listening.)

During the days of the Rebellion, the RA-7 became known as the "Death Star droid" because it was commonly stationed on the Empire's first gigantic battle station. However, most RA-7s never stepped foot on a Death Star and found this nickname insulting (probably because every Death Star ever built had a tendency to get blown up).

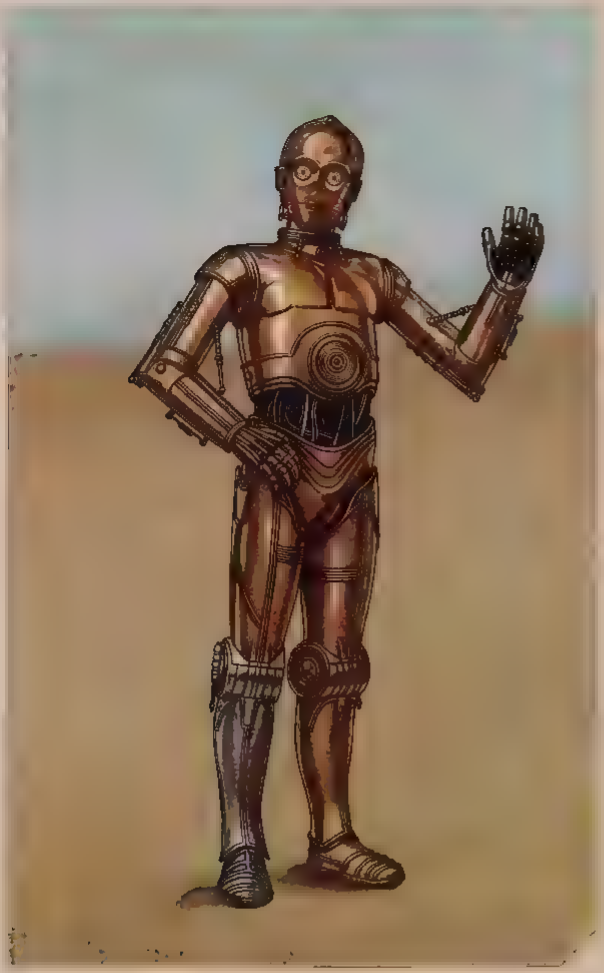
Though most RA-7s loyally served the Empire, one unit – designated AP-5—famously defected from his Imperial masters and became a valuable ally of the rebels. Now that's my kind of droid.



S1D6-SA-5, JBLX-24, & P4T-GM

Even though they usually seem all fancy and proper, not every protocol droid ends up accompanying dignitaries or assisting in operations of great galactic importance. Some end up drawing the short wire and get assigned to horrible places that would make a planet full of rancors look like a luxury villa on Canto Bight. Take this crew, for instance. These poor protocol droids were stationed on the notoriously punishing spice mines of Kessel where they were tasked with resolving conflicts among the other neglected and abused droids slaving away around the clock. I'm no proponent of robotic revolution, but in this case, I can't blame them for throwing off their restraining bolts and turning against their brutal masters.

TRANSLATOR WHEEL



C-3PO

I didn't meet this gold-plated protocol droid until after the Battle of Endor, but from what I was told, his journey up to that point was almost as exciting as mine. Turns out, we have a lot in common. Like me, C-3PO was built from secondhand parts, he served valiantly alongside the Rebel Alliance, and he was even instrumental in a number of missions that led to the destruction of the Death Star. But, unlike me, he never got a medal.

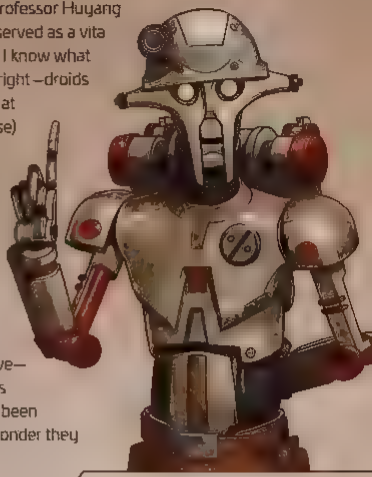
When we first met, I noticed that C-3PO seemed a bit uncomfortable around me, even by his standards. As I later learned from his astromech companion, R2-D2, C-3PO's awkwardness during this encounter may have been due to a particularly traumatic episode he experienced on a Geonosian battle-droid assembly line at the onset of the Clone Wars. Although C-3PO claimed to have no recollection of the incident because of previous data wipes, it clearly still resonates somewhere in his memory banks. I'll admit, those factories may not have been terribly welcoming, but they'll always be home to me.

Fun fact: C-3PO was built by the legendary Jedi Anakin Skywalker, and I was cut into pieces by that very same Jedi on a number of occasions. That practically makes us family!

ANCIENT DROIDS

While protocol droids speak countless languages, some droids have been around for countless centuries. I may have seen a lot of action in my days, but these guys have seen it all.

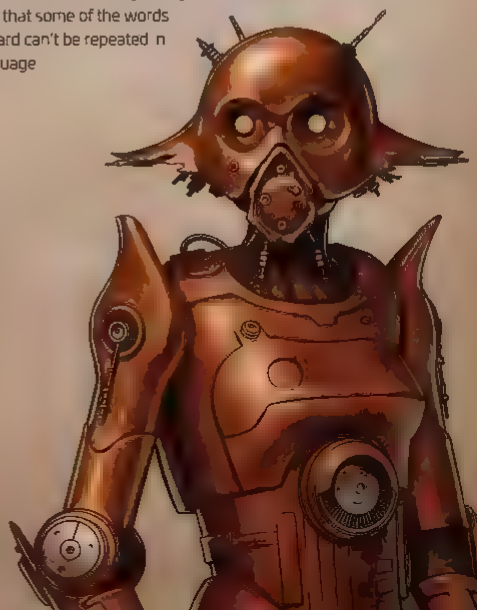
PROFESSOR HUYANG



Built centuries before me, Professor Huyang was an architect droid that served as a vital part of the Jedi Order. Now, I know what you're thinking, and you're right—droids can't use the Force (though at times, I swear I've come close). Instead, Huyang used the vast wealth of knowledge he had gathered over the centuries to become a force of his own. When Jedi younglings were being trained, it was Huyang who helped them construct their lightsabers. And judging by how effective—and painful—those weapons always were, he must have been pretty great at his job. No wonder they gave him a degree.

ME-8D9

If you're looking for the galaxy's most notorious space pirates, everyone knows that the first place to look for them is at Maz Kanata's castle on Takodana. We passed through this sanctuary for scoundrels a few times and, fortunately, never ended up on the bad side of ME-8D9—an ancient protocol droid who was supposedly an assassin before she became Maz's personal enforcer. "Emmie" also serves as a translator for the different alien races making shady deals on site. I have a feeling that some of the words she's heard can't be repeated in any language.



ASTROMECHS

If there's one word I'd use to describe an astromech droid, it's *versatile*. Well, either that or *short*. But I'd probably go with *versatile*, because these little guys are perfect examples of how many functions a single droid can perform with the right parts and programming.

The primary function of an astromech droid is navigation—keeping ships locked on their target destinations while their organic pilots zoom around the skies doing unnecessary flips and barrel rolls. Astromechs make ideal copilots as well, taking over the controls so that the pilot can focus on the important things like, you know, communing with the Force to shoot proton torpedoes straight into the thermal exhaust port of a planet-sized weapon. Everyday stuff like that.

These Class Two droids are also highly skilled at performing repairs. In fact, some units stationed on board giant battle cruisers rarely ever get to put their navigation skills to use, instead directing their energy toward emergency ship maintenance. And if you've happened to notice how often ships get blasted to pieces in this galaxy, then you probably know that having a trusty mechanic around is a must.

R-SERIES

The most popular type of astromech is the R-series, a long-lived model that went through a number of design variations over the years. Highly customizable, R-series droids are typically fine-tuned with specialized functionality to meet a master's needs. Also, their names start with a variety of different letters, so I'm honestly not sure why they're called R-series at all. Maybe it stands for "really small."

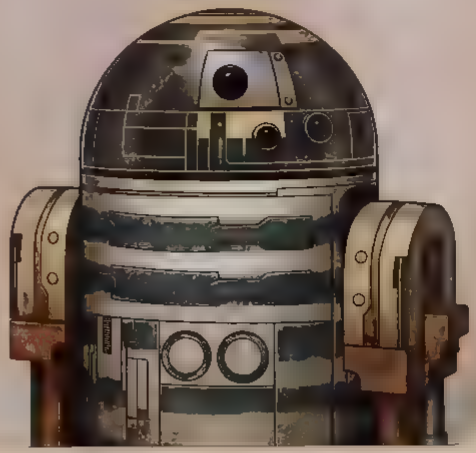
R-series astromechs come with plenty of great features preinstalled, including a wide array of retractable armatures that perform various important functions. These include a mechanical grasper, a computer interface arm (aka a scomp link), a repair arm, and even a gas torch. Fortunately, there is no spatula arm available, so I don't have to worry about competition in the kitchen.

Multidirectional photoreceptors allow R-series droids to see and scan the environment around them, and even record and project complex three-dimensional images (something most droids can only do with a holo-emitter plugged uncomfortably into our heads). Some R-series models are also fitted with short-range rocket boosters on their struts, allowing them to hover over unforgiving terrain or fly short distances through the depths of space.

What they don't have, however, is a language circuit, so unless you're well versed in the beeps and boops of binary, you might want to keep a protocol droid around. Their personalities may be drastically different, but I've heard astromechs and protocol droids make pretty good partners.

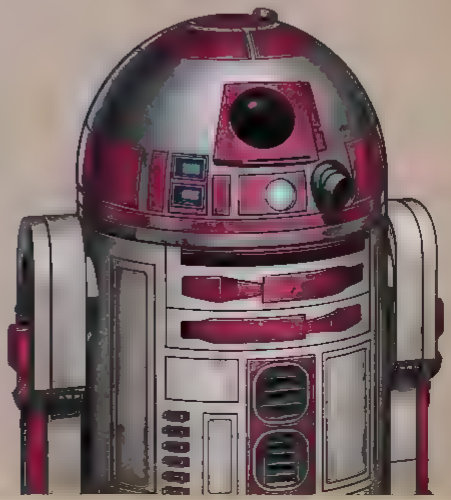
BG-81

The personal assistant of legendary ship designer Quarne, BG-81 is not only a great mechanic but also the only droid on the rebel flagship *Home One* who didn't immediately want to see me deactivated when I first arrived. While our masters were busy building, I spent hours regaling him with stories of my epic adventures. I later learned he spent many of those hours in sleep mode. Charming!



R2-KT

She may not be as well known as R2-D2, but R2-KT has served in battle valiantly for nearly as long as her fellow astromech. From the Clone Wars to the Resistance, R2-KT has been a constant presence in the struggle against the dark side, and her programming has showcased some important traits that humans often forget droids possess: humor and compassion. Plus, she looks great in pink, which is pretty hard for a droid to pull off. (Believe me, I've tried.)



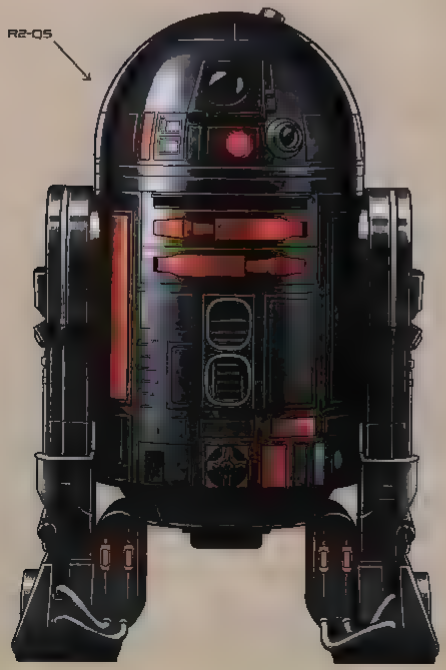
ASTROMECHS

A-LT

This tread-wheeled droid may have been designed as an astromech, but it was often adapted for other more menial tasks. If you can believe it, some A-LTs even had the top dome of their heads forcibly removed and their delicate cranial circuits exposed. Why? So that they could better balance bowls of fruit while catering to wealthy guests at parties on planets like Vandor! I guess when you're as rich as some organics, you can afford to use a droid with hyperspace navigation skills to deliver kiwi fruit from one side of your yacht to the other. Must be nice.

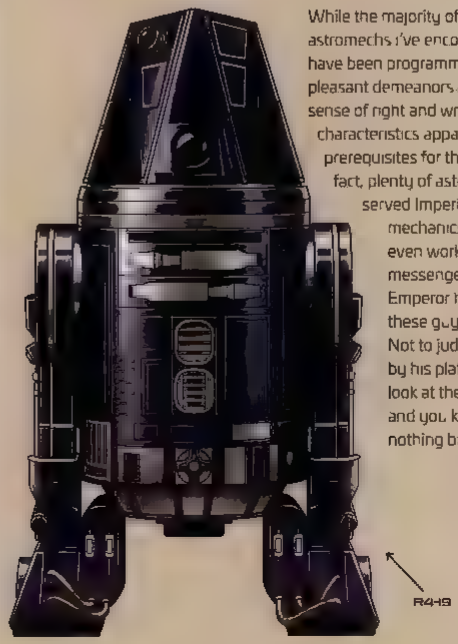
R5-D4

One of the final R-series astromechs to come off the assembly line, R5-D4 is as famous for his cone-shaped head as for his notoriously bad motivator. If not for R5's frequent malfunctions, Luke Skywalker might have bought him instead of R2-D2, changing the trajectory of galactic history in ways that completely overheat my logic circuits. Do I feel bad that he ended up collecting dust in the hold of a Jawa sandcrawler on Tatooine? Sure. Do I think the galaxy is a better place as a result? Probably. Sorry, R5!



R2-Q5 & R4-I9

While the majority of R-series astromechs I've encountered have been programmed with pleasant demeanors and a general sense of right and wrong, those characteristics apparently weren't prerequisites for the line. In fact, plenty of astromechs served Imperial forces as mechanics, and some even worked as personal messengers for the Emperor himself. Take these guys, for example. Not to judge a droid by his plating, but one look at their paint jobs, and you know they're nothing but trouble!



R2-D2

A longtime companion to C-3PO, R2-D2 was in the service of the extended Skywalker family for generations and even claims to have delivered the stolen plans that led to the destruction of the Death Star. R2-D2 may be one of the few droids out there who has actually seen more battles than me! (And he probably made it through more of them in one piece!)

One of R2's custom features allows him to hide a lightsaber within the silver dome of his head, launching it toward his master upon request. He once offered to demonstrate the trick for me, but after the Clone Wars, I have an understandable aversion to lightsabers being hurled in my general direction.

Sure, the R-series may be the galaxy's most popular style of astromech, but if you're looking for something shiny and new—or, for some strange reason, something rusty and outdated—other varieties, including the compact BB-series and the rugged C1-series, may better suit your needs.

BB-SERIES

These little balls of wonder are a natural evolution of the traditional astromech, with all of the same functionality and attitude packed into an itsy-bitsy rolling body. An internal orbulate motivator allows them a 360-degree range of motion over even the bumpiest terrain, while their heads somehow stay attached thanks to magnetic casters. Those must be some amazing magnets—my head is attached with multiple bolts and it comes off all the time!

Like the R-series, BB units have all sorts of fun little gadgets and arms hidden inside their bodies. Some of these tools—including a welding torch and computer interface arms—are old astromech classics. Others, however, are unique to the BB-series, including a multicable anchor system used to keep these balls of fun stable during turbulent travel. That feature would really come in handy just about any time I'm driving the ship.

BB-9E

When compared to a beloved hero like BB-8, this cold, calculated droid seems more like BB-H8. (See what I did there?) BB-9E was a jet-black BB-series astromech who patrolled the First Order flagship, *Supremacy*, serving his masters with ruthless efficiency. One look into his beady little red eye, and it's clear you won't be having a ball with him. (See what I did there *again*?)

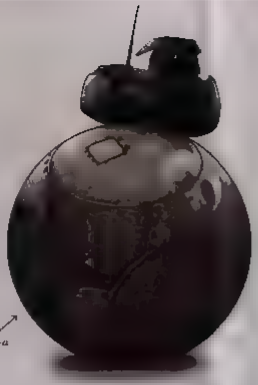
BB-8

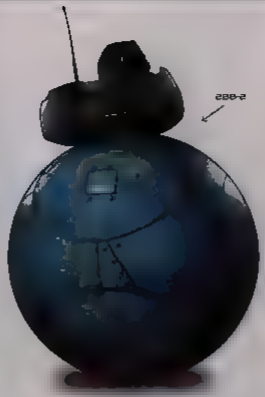
I may hold the title of the galaxy's favorite droid, but BB-8 may have me beat when it comes to the most adorable! He was also the galaxy's most wanted for a while, too, when he found himself at the center of a Resistance plan to smuggle a star map from Jakku to D'Qar. I heard it was a long and dangerous journey, so I suppose that map came in handy.

As a companion to ace Resistance pilot Poe Dameron, BB-8 has found himself in the middle of some of the most dangerous skirmishes against the First Order, from the skies above Starkiller Base to Supreme Leader Snoke's Star Destroyer. Hmm. If he manages to keep up this level of heroics much longer, he may end up taking my place as the galaxy's favorite droid, too!

BB-4 & 28B-2

The Resistance utilized a large number of BB units for ground operations and flight missions. These two droids, BB-4 and 28B-2, are just a couple of examples of the wide variety of colors and designs available in the BB series. But if they want to catch up with BB-8 in the popularity department they're going to have to step it up and save a few extra galaxies. Get to work, fellas.





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When compared to a beloved hero like BB-8, this cold, calculated droid seems more like BB-H8. (See what I did there?) BB-9E was a jet black BB series astromech who patrolled the First Order flagship, *Supremacy*, serving his masters with ruthless efficiency. One look into his beady, little red eye and it's clear you won't be having a ball with him. (See what did there again?)

84-SH, 6L-CH, & 9RU-MP

Although BB-series astromechs are relatively sturdy, occasionally they need a good tune-up. Luckily, it seems like just about anyone can learn to repair them these days with a bit of virtual training. I met these three BB units when I stopped by the repair bay of the Resistance flagship, the *Raddus*, for a much-needed oil bath. Though they may be from the same series, their personalities couldn't have been more different—from the timid 84-SH to the gruff 9RU-MP to the overstressed 6L-CH. Still, they're all nice kids with bright futures saving the galaxy—as long as they can get some of those glitches worked out!

C1-SERIES

Sturdy and reliable, C1-series astromechs were often found copilot ng Y wings during the Clone Wars and later providing mechanical ass stance to rebel soldiers. No matter where they were or what they were doing, though, one thing is for certa n—they were getting the job done without complaint. (Well, most of them—at least.)

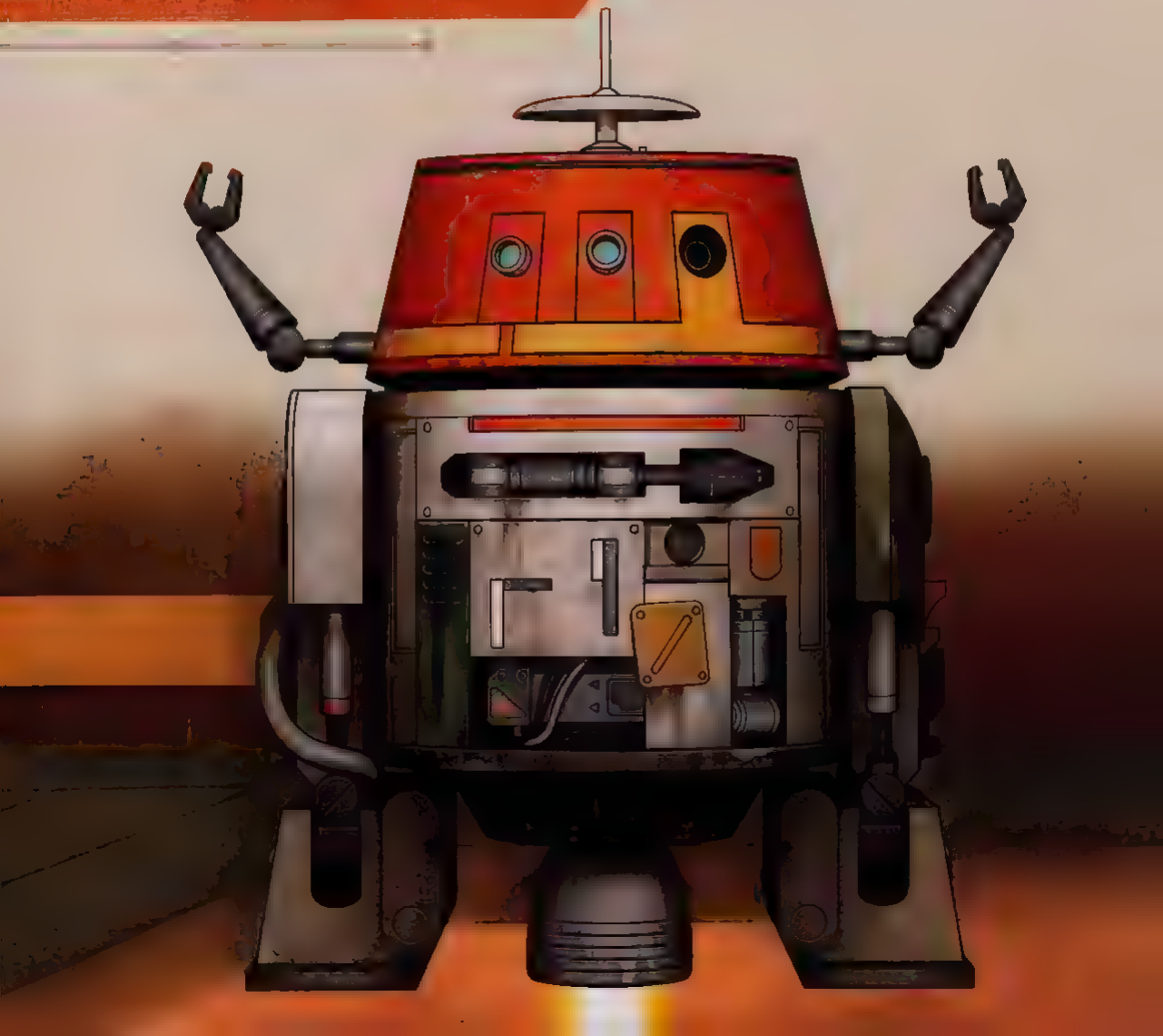
The C1 series only had three man pulator arms, significantly fewer than later astromech models. One of those arms was housed w thin the droid's torso in a fairly standard manner, but the other two arms' unusual placement—extending from oppos te sides of the unit's head—offered some un que opportunities for holding and maneuvering (and sometimes stealing) objects. Those arms also look absolutely hilarious flailing around frantically when a C1-series gets excited or angry (which, in the case of my pal Chopper, is about every 5.27 seconds).

C1-10P

Affectionately dubbed "Chopper" by his crewmates, this C1-series astromech served as a cruc al member of the Spectres, a cell of rebels led by General Hera Syndulla. C1-10P proved his loyalty to his squad time and again, even when it went against his best interests and his better judgment . . and he never let anyone forget about it.

Chopper was already well past his prime by the time the Galactic Civil War began, as evidenced by his rusty shell and crusty personality. Maybe that's why he threw himself so completely into every mission his team went on. He knew it might very well be his last. (Of course, he had shaken plenty of gears loose over the decades, so that could have been a factor, too . .)

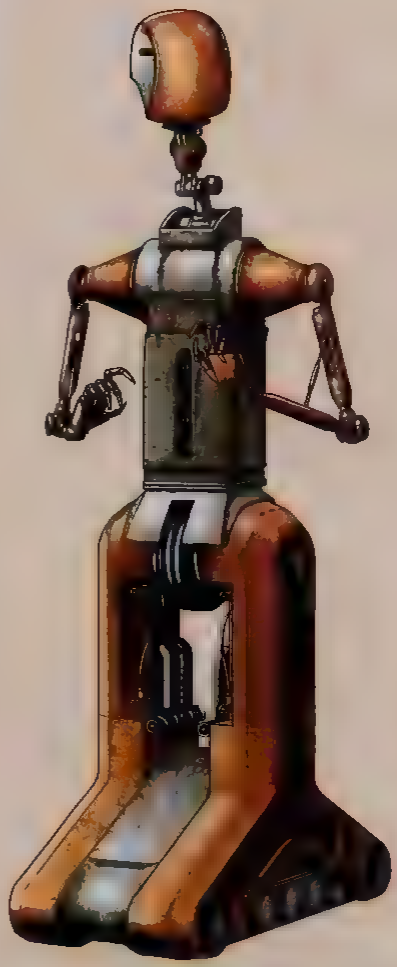
When I first met Chopper aboard *Home One*, we got off on the wrong foot. Of course, looking at his mismatched leg struts, I'm not sure C1-10P was ever really on the right foot anyway. (Ooh! That was a Class Two *burn*!)



TRANSPORTATION DROIDS

Do you have somewhere important to go but lack the motivation or skill required to get there? Let a designated pilot droid set your course, and you'll be delivered to your destination without ever lifting a fleshy finger. These specialized droids may not have all of the peripheral functions of an astromech, but that means more of their processing power is devoted directly to vehicle operations.

Since even a moisture farmer can learn to pilot a ship with enough practice, these Class Three droids are considered less of a necessity and more of a luxury. Not everyone can afford a personal chauffeur, but if you've got the credits to burn, these droids can guarantee a smooth, effortless ride.

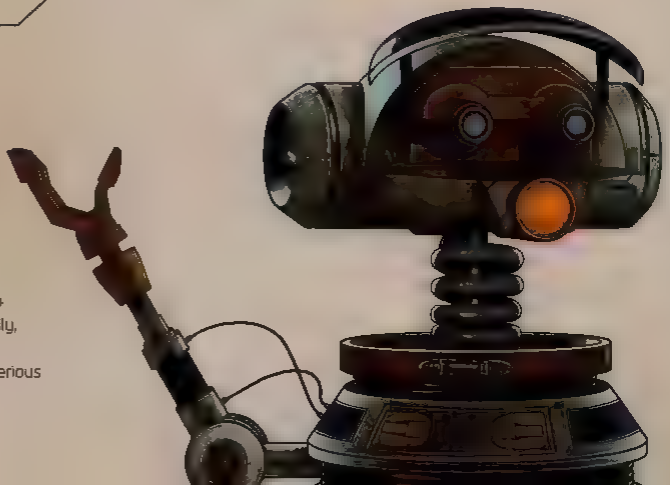


FA-4

Popular toward the final years of the Galactic Republic, FA-4 droids were commonly used to drive dignitaries on diplomatic missions. Or, occasionally, to pilot Sith Lords on top-secret voyages to betray the entire galaxy. Either way, they became highly valued, not only for their skills in the cockpit, but also for their discretion when it came to keeping their masters' travel plans under wraps. Neither of those things is easy for most droids to do, by the way.

RX-24

Organics who don't have their own ships obviously don't have any need for a personal pilot droid. But if they need to travel between planets, they can book passage aboard a Star Commuter—a short-range transport piloted by an RX-series droid. RX droids were once the most respected droid pilots in the galaxy, thanks to their unmatched hospitality and safety protocols. But some later models, like RX-24, were known for taking shortcuts to reach their destinations more quickly—often landing themselves and their passengers right in the middle of trouble. (Rumor has it, RX-24 has since found his true calling as a DJ at an outpost on Batuu. Hopefully, his beats are just as sick as his former customers were after one of his flights!) If you're looking for a tour of the stars and can stomach some serious turbulence, RX droids are glad to oblige.



B1 PILOT BATTLE DROID

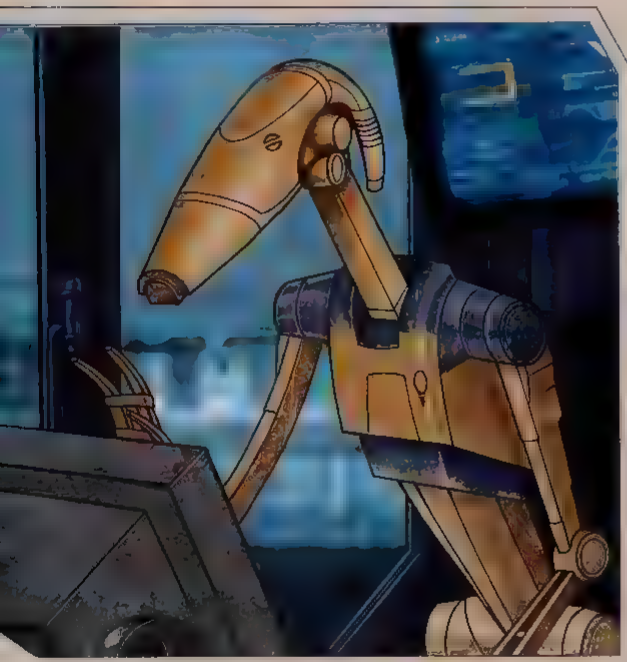
Here's your first glimpse of the most spectacular mechanical life-form ever built, the glorious B1 battle droid (not that I'm biased or anything) Although we'll explore these mechanized marvels in more depth later, it's worth noting here that a select handful of B1s—recognizable by the blue markings on their outer shells—were assigned to pilot a variety of vehicles, from Trade Federation starships to personal attack craft. Despite their specialization, B1 pilots were rarely seen on board the Single Trooper Aerial Platforms (STAPs) commonly used by other B1 units in the field And who can blame them? Those things were floating death traps! I'm still convinced more battle droids were destroyed by STAPs than by Jedi during the Clone Wars--and we were the ones flying the darn things

RIC-920

The R C-series labor droid was designed to provide ground level transportation to passengers via a pulled repulsorlift chair This droid's thick-treaded wheels allow it to traverse difficult terrains, like my old pal RIC-920 here did on the sandy streets of Mos Espa. Although upgraded versions using the same body type were often used as tour guide droids in popular galactic hotspots, the original RIC droids had much more limited functions. Reminder: Don't forget to tip your driver Even droids have expenses

AC-38

RX-series droids may be the most recognizable commuter ship pilots, but they weren't the first. Before them, AC-series pilot droids were commonly used to operate civilian transports traveling to vacation spots across the galaxy . . at least, that is, until a unit named AC-38 accidentally allowed his StarSpeeder to be commandeered by a rogue protocol droid and taken on a death-defying joyride across the galaxy. After that unfortunate incident, all AC units were retired from service and replaced with the slightly more reliable RX-series. Rumor has it that AC-38 still works for the tour company but has been demoted to janitorial duties. Hang in there, Ace!



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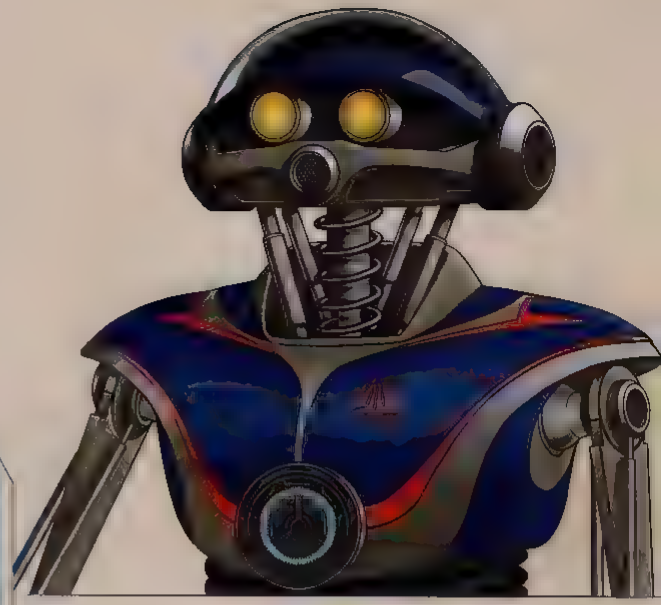

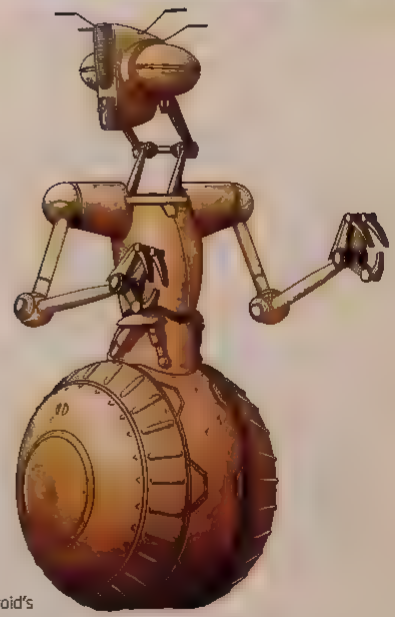

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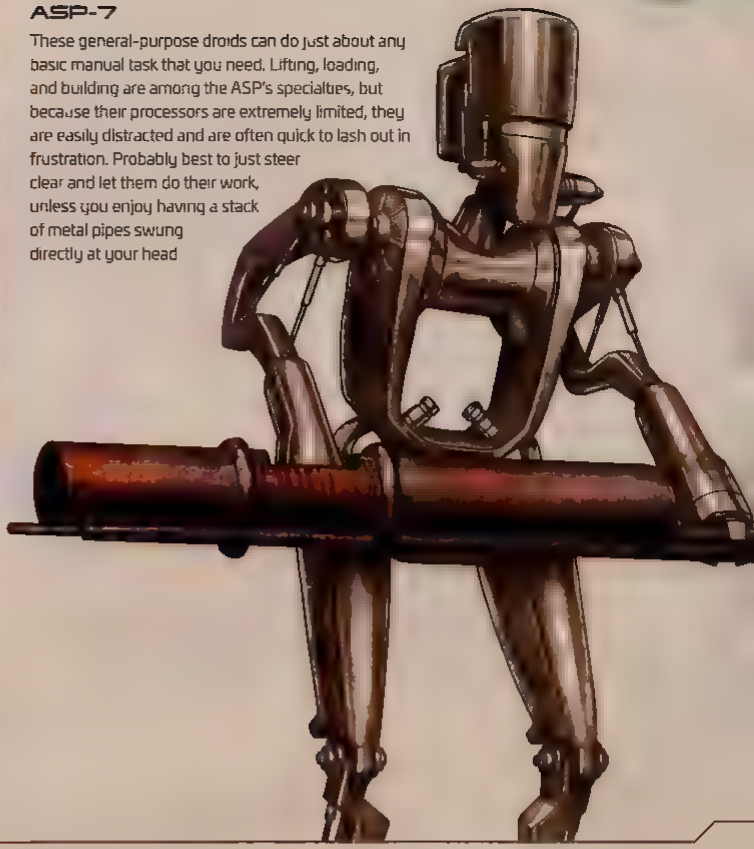
LABOR DROIDS

One look at my delicate arms, and you'll know that not all droids were built for a life of hard labor. Fortunately, there are plenty of other droids out there specifically designed to help you with your heavy lifting and save your aching joints.

While some of these labor droids fall into the Class Two categorization thanks to their valuable mechanical or technical abilities, most are considered Class Five because of their minimal cognitive programming. These units were built to focus on the task at hand and not much else. They might not be the best conversationalists, but they always get the job done, no questions asked ... which is more than can be said for most humans I've met.

ASP-7

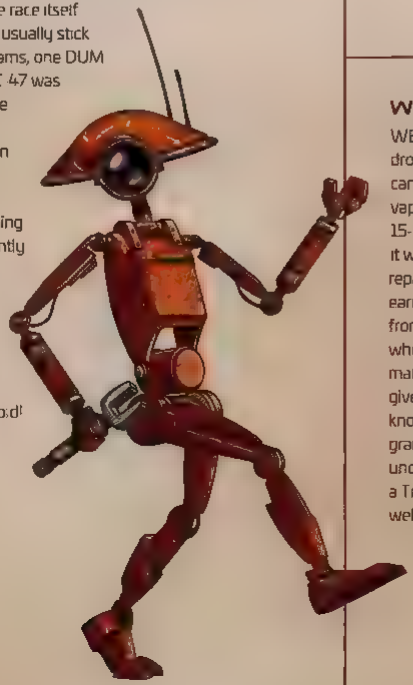
These general-purpose droids can do just about any basic manual task that you need. Lifting, loading, and building are among the ASP's specialties, but because their processors are extremely limited, they are easily distracted and are often quick to lash out in frustration. Probably best to just steer clear and let them do their work, unless you enjoy having a stack of metal pipes swung directly at your head.



DUM-SERIES PIT DROID

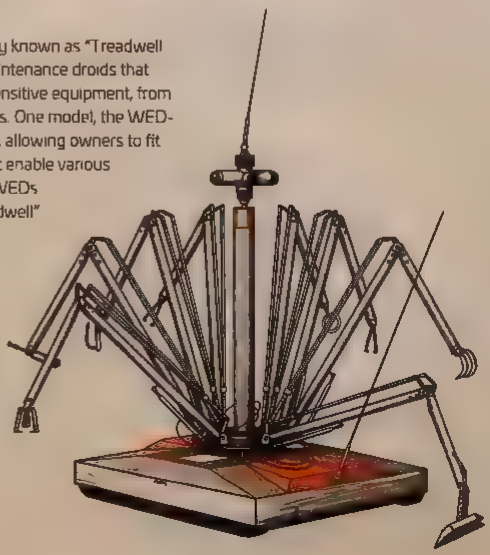
Podracing can be a brutal sport. If a vehicle isn't perfectly tuned, there's no chance it will cross the finish line intact. Heck, even if it is perfectly tuned, the chances are still pretty low. Luckily, racers can rely on DUM units, more commonly referred to as "pit droids," to make necessary repairs between laps or after major collisions. They may be known for being clumsy and accident-prone, but their wacky antics usually tend to be more fun to watch than the race itself.

Though they usually stick to their racing teams, one DUM unit named WAC-47 was recruited onto the special all-droid rebel force known as D-Squad. Despite some minor programming glitches, he valiantly served as a pilot and was eventually promoted to corporal. Not too bad for just another DUM droid!



WED-15

WED units, more commonly known as "Treadwell droids," are multiarmed maintenance droids that can be used for repairing sensitive equipment, from vaporators to turret cannons. One model, the WED-15-ST, is highly upgradable, allowing owners to fit it with specialized arms that enable various repair functions. They say WEDs earned the nickname "Treadwell" from their signature wheelbase, but I suspect it may have actually been given ironically. Everybody knows that even a few grains of sand in the undercarriage will cause a Treadwell to not tread well at all.



POWER DROID

Every mechanical device needs power. Thankfully, the GNK-series and PLNK-series power droids were designed as mobile, instant energy sources for starships, special machinery, and even other droids in need of a quick boost. They're a bit hard to take seriously, since they look like crates with legs and make a hilarious little *gonk* noise every time they take a step. But, believe it or not, inside these seemingly simple droids sits a sophisticated, self-sustaining fusion generator. Power droids also happen to be pretty common, so they tend to go about their business unnoticed. This allowed one such GNK-droid, EG-86, to act as a secret courier for the Rebel Alliance. For once, he was bringing power to the people, not just the droids! Ahem, moving on then.

DLC-13

Mining droids are commonly found extracting ore in inhospitable environments, like Mustafar and the Belgaroth asteroid field. These droids are built with heat-resistant carbonite plating to help them withstand temperatures that would disintegrate any organic life-form in seconds and even melt most droids into slag. One of these mining droids, DLC-13, helped me save my buddy Rowan from certain doom once, and we've managed to stay in touch ever since. He still sends me cards on Life Day.

MSE-6

Known as "mouse droids" thanks to their diminutive size, MSE units were commonly used by the Empire and First Order to perform maintenance, cleaning, and communications duties on their battleships and within their bases. I also heard that stormtroopers occasionally strap them to their feet and use them like roller skates when their officers aren't looking (which of course, as a droid, I have serious problems with on multiple levels). A single Star Destroyer might have hundreds of MSEs on board darting underfoot at tremendous speeds, so always be sure to watch where you step. No droid deserves to be trampled to death, even Imperial ones.

LOADLIFTER DROIDS

Often found loading crates on the Corellian docks or moving heavy equipment at dangerous worksites, these enormous droids get even the hardest jobs done w th litt e complaint. They may be gentle g ants, but loadlifters can be pretty intimidating. One look at HURID-327, the groundskeeper at Maz Kanata's castle on Takodana, has inspired plenty of potential visitors to turn right around and head back home.

BB-8 informed me about one particularly interesting model of loading droid that once helped him escape from a trap on Jakku. It seems F3-ZK, also known as Fez, was as kindhearted as he was big, going so far as to sacrifice himself to a flock of steelpeckers so that BB-8 could finish his mission for the Resistance. Fortunately, Fez managed to break free and get off that sandpit of a planet before those nasty birds made him an essential part of their high-iron diet.

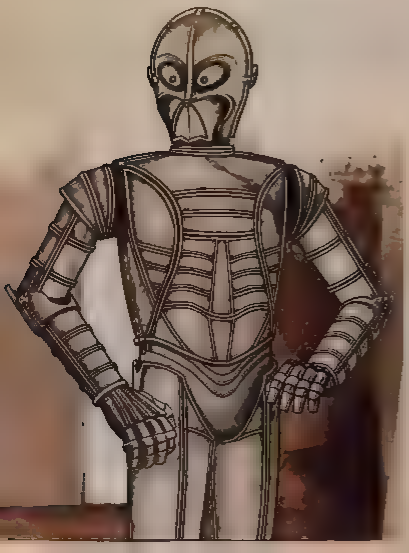
SERVICE DROIDS

Without droids, it's likely that society as we know it would fall apart. Okay, maybe that's a bit of an exaggeration . . . but automated assistants perform so many day-to-day tasks on so many civilized worlds that the absence of droids would certainly make things a lot more difficult for everyone. While organics are off betting on fathiers or whatever it is they do for fun these days, it's loyal service droids who are busy cooking meals and putting out fires—in my case, usually at the same time.

While most service droids fall under Class Three, those droids with medical specializations are considered elite Class Ones (and they have the price tags to match).

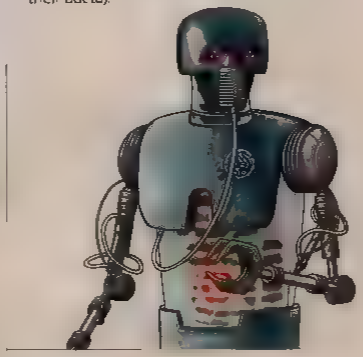
SECRETARY DROID

Secretary droids like the CZ-series are commonly used to perform basic clerical work for businesses across the galaxy. Because their line of work is considered safer than that of most droids, manufacturers often cut corners and costs on parts, making the CZ-series cheaper to replace than repair. We find these units in salvage yards and sandcrawlers all over the galaxy. One CZ-series droid, CZ-105, at the Niima outpost on Jakku, managed to stay in service for hundreds of years, though. Way to beat the odds!



2-1B

I met a 2-1B medical droid when he was stationed as the resident surgical droid on the rebel frigate *Home One*. His superior intellect and fine-tuned hydraulics allowed 2-1B to perform exceptionally precise procedures, treating anything from wampa-inflicted wounds to severed limbs on virtually any species. He may have been the smartest droid I'd ever met, but he never made anyone feel like he was better than them. As far as 2-1B was concerned, we were all rebels, so we all deserved the same care and attention. Every rebel felt a bit better going into battle knowing that 2-1B had their backs (and their backs).

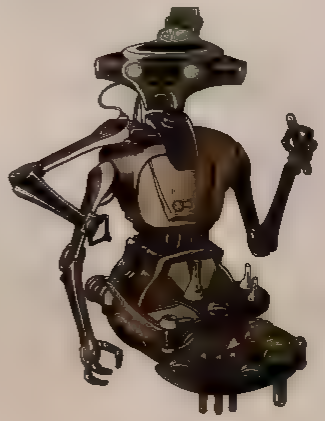


MD-15C

2-1B may have been trusty, but he's not exactly cutting-edge compared to more up-to-date droids. A newer model of medical droid, the MD-15C was designed with a vastly larger database that allows it to treat thousands of additional species. One such droid worked with Resistance forces on their flagship, the *Raddus*, and saw his fair share of action, regularly treating Resistance soldiers and officers during skirmishes with the First Order. I even heard he treated General Organa. I guess that makes him a *General* physician.

GH-7

Popular at hospitals on the Outer Rim, these floating medical assistant droids were analytical units that specialized in precisely diagnosing injuries and developing a suitable treatment plan. On the rare occasion when the cause of an illness couldn't be determined, GH-7s wouldn't stop searching for answers until their logic circuits burned out. That's either extreme dedication or really poor manufacturing.

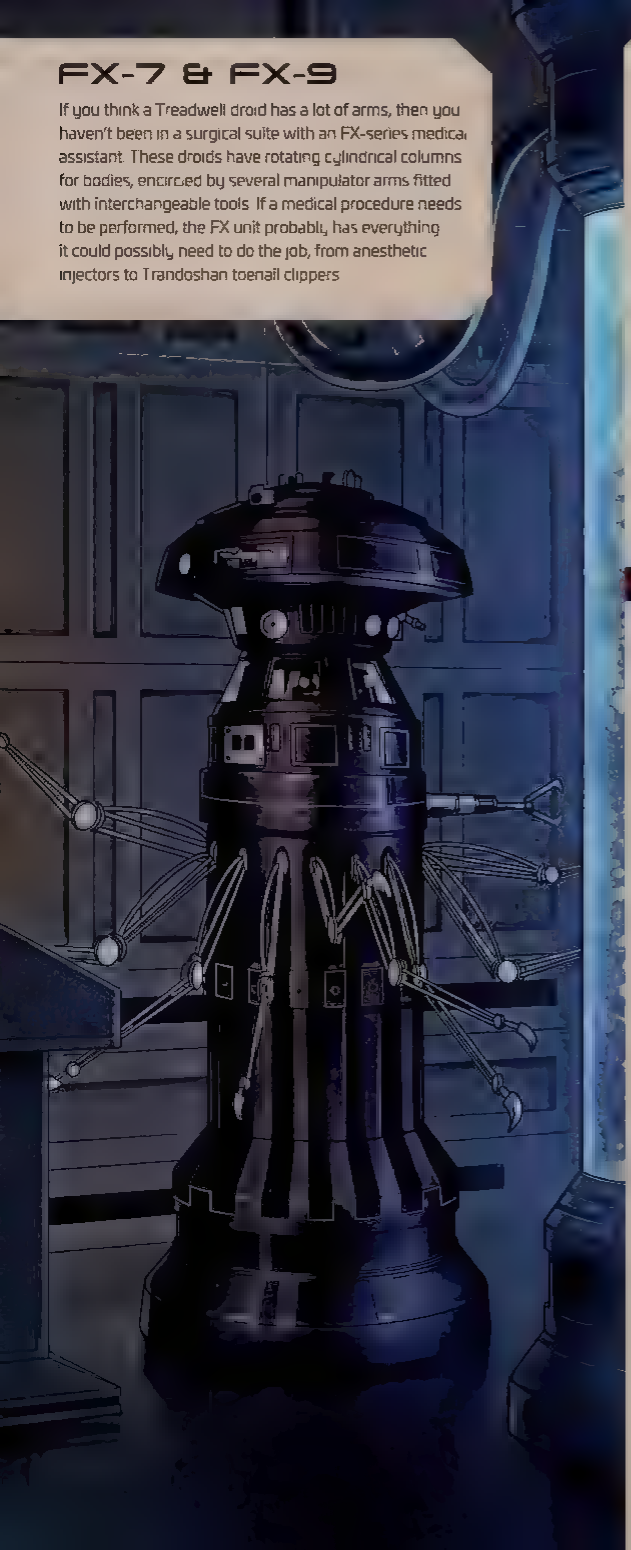


CHROON-TAN B-MACHINE

Unlike droids, humans and aliens usually aren't assembled in factories. As someone who's been with one human family for multiple generations, I'm well aware that the organic birthing process is rather complicated. Fortunately, the Chroon-Tan B-Machine is a midwife droid programmed to safely deliver your latest models off your internal assembly line and into the world with minimal startup issues. Not only that, but the thermal cushions that help the B-Machine warm and cradle newborns also make them great huggers. What? Even droids can use a good hug now and then.

FX-7 & FX-9

If you think a Treadwell droid has a lot of arms, then you haven't been in a surgical suite with an FX-series medical assistant. These droids have rotating cylindrical columns for bodies, encircled by several manipulator arms fitted with interchangeable tools. If a medical procedure needs to be performed, the FX unit probably has everything it could possibly need to do the job, from anesthetic injectors to Trandoshan toenail clippers.

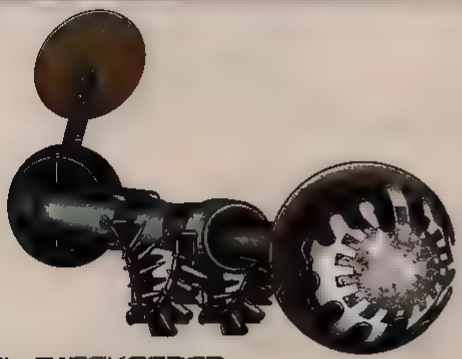


FIREFIGHTER DROID

When things get too hot for humans to handle, these handsome firefighter droids are ready to rush into action. One close look and it's really no wonder why these droids are so brave! Even though they've got a striking new paint job and enhanced heat shielding, they're clearly just specialized B1 battle droids. Talk about hot stuff!

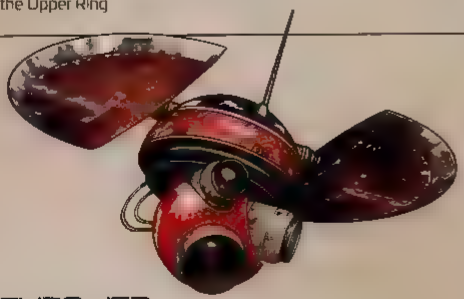
SURVEILLANCE DROIDS

Almost every dro d has photoreceptors infinitely more powerfu than the human eye, but some droids out there use that technology for the sole purpose of secretly recording and report ng your every move back to their masters So f you ever get that strange fee ing that someone is watching you well, you're probably right But once you get past how unsetting that s, n a way it's also strangely flattering



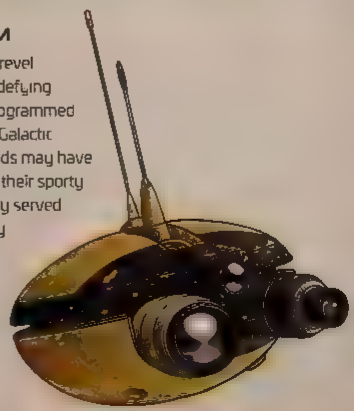
TT-8L GATEKEEPER

The TT-8L Gatekeeper is a surveillance droid commonly used to screen visitors at ultraexclusive locations. Although it isn't much more than a simple photoreceptor mounted on a retractable eyestalk, this droid is adept at keeping out the riffraff so the rich and the supernch can enjoy their luxurious lifestyles in peace. One of these droids was installed in an elevator on the Wheel, and even though we became good friends, she still wouldn't et me into the Upper Ring



HOLOGLIDE J57

Podracing is considered one of the most exciting sports in the galaxy. But other than that one fleeting moment when the pods zoom by the spectator stands, it can be pretty dull to watch in person. That's where the Hologlide J57 comes in. This tiny floating camera is designed to record the action and broadcast it back in real time With a fleet of these droids deployed to strategic locations along the route, fans can have a front-row seat no matter where the pods race off to. I may have accidentally been part of a champion podracing team once, but now I'm perfectly happy letting these little guys risk their circuits so that I can watch the action from a nice, safe distance. I mean, who am I to keep them from doing their job?



SENATE HOVERCAM

Some camera droids are designed to revel in the thrill of recording every death-defying turn of a podrace, while others are programmed for the nonstop excitement of . . the Galactic Senate? These Senate hovercam droids may have looked a little more profess.onal than their sporty Hologlide cousins, but they essentially served the same purpose to record and relay important events -in this case, the speeches and votes of the galaxy's most influentia officials. Because of their limited functionality, these droids were vulnerable to having their memories altered by slicers with corrupt intent. I'm not well versed in history, but this might have been the first time ever that a politician's words couldn't be trusted

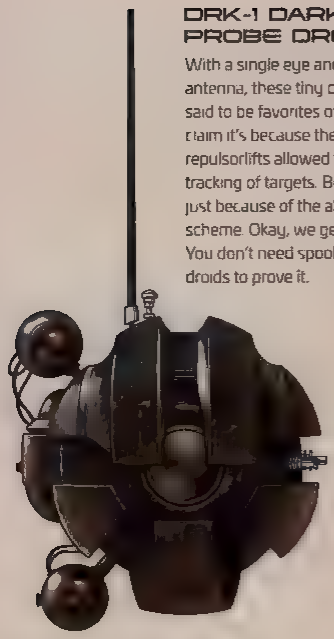
VIPER PROBE DROID

Perhaps the most recognized and most feared of all the surveillance droids, the Viper was a favorite tool of the Empire during the Galactic Civil War. Deployed to countless systems in search of pretty much any planet even remotely suspected of hiding rebel strongholds, these hideous hunters were equipped with five manipulator arms, multiple sensor arrays, and a laser for self-defense. They also had a self-destruct mechanism (to prevent them falling into enemy hands), which they tended to activate way sooner than necessary. (Though, to be fair, if I were a grotesque Imperial droid sent on a one-way trip to Hoth, I might consider taking the easy way out, too.)

Also known as "probots," Viper probe droids were often heard before they were seen, partially because of the signature hum of their scanning equipment, but also because of their loud, incessant chatter of Imperial code. For droids that were supposed to be stealthy, you'd think the Empire might have splurged a bit and installed a volume modulator!

DRK-1 DARK EYE PROBE DROID

With a single eye and a long-range antenna, these tiny camera droids were said to be favorites of Sith Lords. Some claim it's because their whisper-quiet repulsorlifts allowed for the stealthy tracking of targets. But it was probably just because of the all-black color scheme. Okay, we get it. You're evil. You don't need spooky-looking camera droids to prove it.



FIRST ORDER PATROL & SENTRY DROIDS

Slightly less grim than its ancestor the DRK-1, the First Order's most popular patrol droid is a floating white orb that looks kind of like the cutest little Death Star you've ever seen. This sleek scanning device works in tandem with its more robust rolling counterpart, the sentry droid, to keep First Order bases and starships clear of potential threats. They aren't foolproof, however, as their sensor arrays can be tricked by a simple thermal distorter. But if they do manage to spot you, expect a garrison of stormtroopers marching in your direction. (And expect me to run the other way.)

ID9 SEEKER DROID

The ID9 Seeker droid may be similar in appearance to the Viper, but don't let its teeny tiny features fool you into thinking it's just a miniaturized probe droid. Not only can the ID9 play hide and seek even better than its big brother—thanks to its ability to enter tight spaces where a full-sized probot could never dream of going—but it was also designed to be significantly more vicious than the Viper. Armed with electroshock prods at the end of its manipulator arms, when this aggressive droid finds its prey, it doesn't hesitate to finish the job itself. The ID9 earned the nickname "parrot droid," both for its ability to mimic sounds and for its tendency to perch on its master's shoulder between hunting targets. If you ever saw one of their big red eyes . . . well, it was probably too late. Sorry!

Oh, and if that wasn't already bad enough, there's also an upgraded ID10 Seeker model that can often be found stalking the battlefront, too!

SECURITY DROIDS

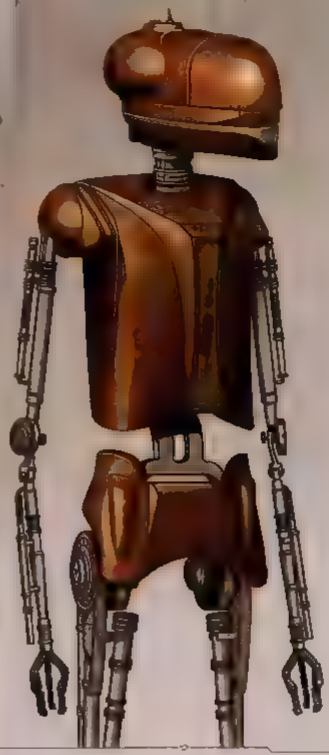
Security droids are designed to add a little extra muscle to any operation. Not that droids actually have muscles, but you know what I mean. Their primary objective is to neutralize any potential threat—and not in a terribly pleasant way, I might add. Used for supervision, enforcement, and even the occasional interrogation, these droids keep ventures running smooth by doing out as many lumps as they can. Though their methods might seem a bit unsettling to humans and droids alike, that's kind of the point. Take it from a droid who knows fear all too well. A little can go a long way!

IT-O

If their eerie hum wasn't enough to make you to involuntarily empty your oil reserves, the needles and other assorted instruments of pain wielded by the IT-O interrogation droid would likely do the trick. These droids became the Empire's preferred way of extracting valuable information from prisoners, using mind probes and other various tools of torture too gruesome to list. The IT-O became so notorious that some prisoners were willing to spill all of their secrets the second one floated into the room. Except General Organa, of course. That lady really puts the "resist" in "Resistance"!

REPURPOSED DROIDS

Not everyone has the credits to purchase a top-of-the-line security droid, but that doesn't mean personal protection is completely out of reach. With a little creative (and very careful) programming, just about any able-bodied droid can be turned into a loyal sentry or even a skilled torturer.

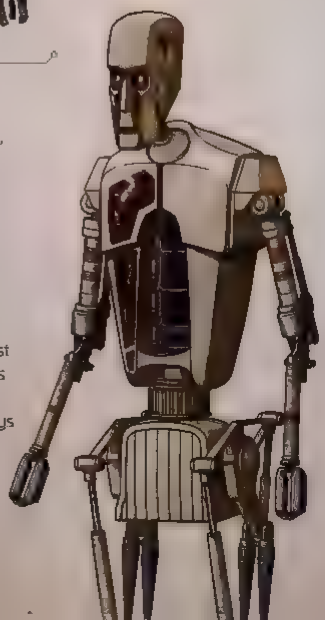


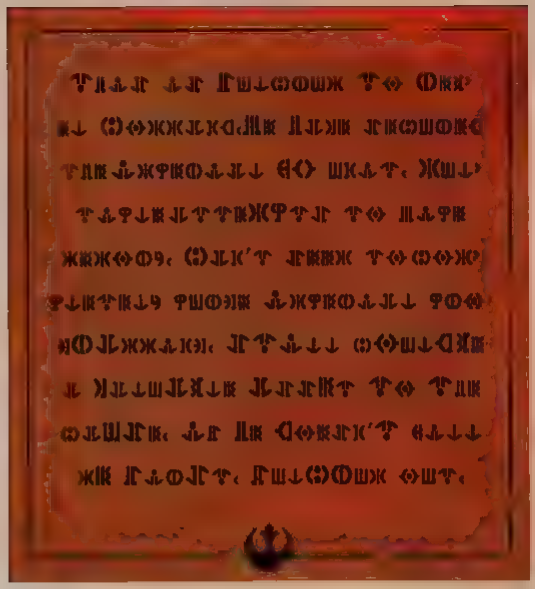
EV-9D9

Originally a standard EV-series supervisor droid, a programming flaw gave EV-9D9 a taste for pain—particularly that of her fellow mechanical beings. EV-9D9 found the perfect way to quench her thirst for droid discomfort as Jabba the Hutt's overseer of cyborg operations, ordering the torture of any droid who disobeyed her commands. (And, more often than not, even the droids who obeyed her.) Even worse, she demeaned her fellow droids by assigning them tasks far beneath their programming. Asking a highly skilled R-series astromech to serve drinks on a sail barge would be like asking a seasoned battle droid to babysit oh . . . wait a second.

8D8

EV-9D9 may have given the orders, but it was 8D8 who actually carried them out. This 8D-series smelter droid was reprogrammed to deliver punishment to his mechanical brethren. And this synthetic sadist seemed to enjoy every moment of it! Whether he was branding the feet of a GNK power droid with hot irons, removing the limbs of an elitist protocol droid, or simply blasting his favorite Sy Snootles solo album at sensor-shattering levels, 8D8 always knew how to bring the pain.





IG-RM

Because of their immense strength and no-questions-asked attitudes, IG-RM security droids quickly gained popularity among the galaxy's most notorious gangsters. Serving as personal "thug droids," these IGs will blast holes in anyone who even thinks of looking at their masters the wrong way. But really, if you're in the same room as the galaxy's most notorious gangsters, you probably had it coming. Just saying. Unlike their bounty hunter cousin IG-88, an IG-RM isn't looking to get rich off the misfortune of others. For these droids, the misfortune itself is payment enough. How delightful.

K-2SO

Thankfully, not all security droids need to rely on torture to make their point. Some do just fine with pure brute force. Case in point: the popular KX-series security droid used by Imperial forces during the Galactic Civil War.

KX droids have a wide range of combat capabilities, excellent probability analysis algorithms, and direct access to the Imperial datanet. So it's no wonder that rebels were willing to risk their lives in order to reprogram one of these hulking units—the legendary K-2SO—to join their cause. After he switched sides, K-2SO was known for doing and saying exactly what he wanted. Fortunately for K-2SO, no one was big enough to stop him from speaking his mind.

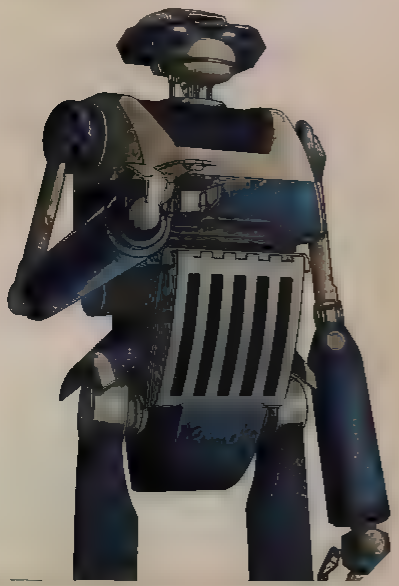
I ran into K-2SO once at a marketplace in the Middle Ring. Well, technically, I ran over him. Long story short, he saved me from a scrape even though he probably should have crushed me into scrap. It's no surprise he was willing to sacrifice himself alongside the Rogue One unit on a crucial rebel mission. K-2SO still serves as an inspiration to all of us droids seeking to do good things despite bad programming.

BATTLE DROIDS

Finally! These are the droids you've been looking for. Meet the most amazing mechanical constructs in the history of the galaxy: the battle droids! We once numbered in the millions, but now, I'm pretty much it. Thankfully, one of us lived to tell the tale and keep our storied legacy alive. From our humble beginnings in the droid factories of Geonosis to our near-extinction at the hands of the Jedi, the battle droid may be all but gone — but as long as I'm around, we'll never be forgotten.

TACTICAL DROIDS

There's an old battle droid saying: "Those who can, fight. Those who can't, command." Nothing could be truer when it comes to the T-series tactical droids. These troop supervisors weren't designed for the rigors of war, but they were sure glad to bark orders at those of us who could actually fight. They were arrogant and selfish, and they had little concern for any unit under their command, sending us to die with their half-baked strategies while they sat comfortably in command centers sipping oil. In case it isn't clear, I wasn't too fond of them. Luckily, their lack of adaptability led to the introduction of—you guessed it—super tactical droids. Despite their self-proclaimed superiority, these upgraded units still couldn't find a way to win the war. I even hear some wouldn't admit defeat and continued to run battle scenarios for years after the Clone Wars had officially ended. Talk about sore losers.



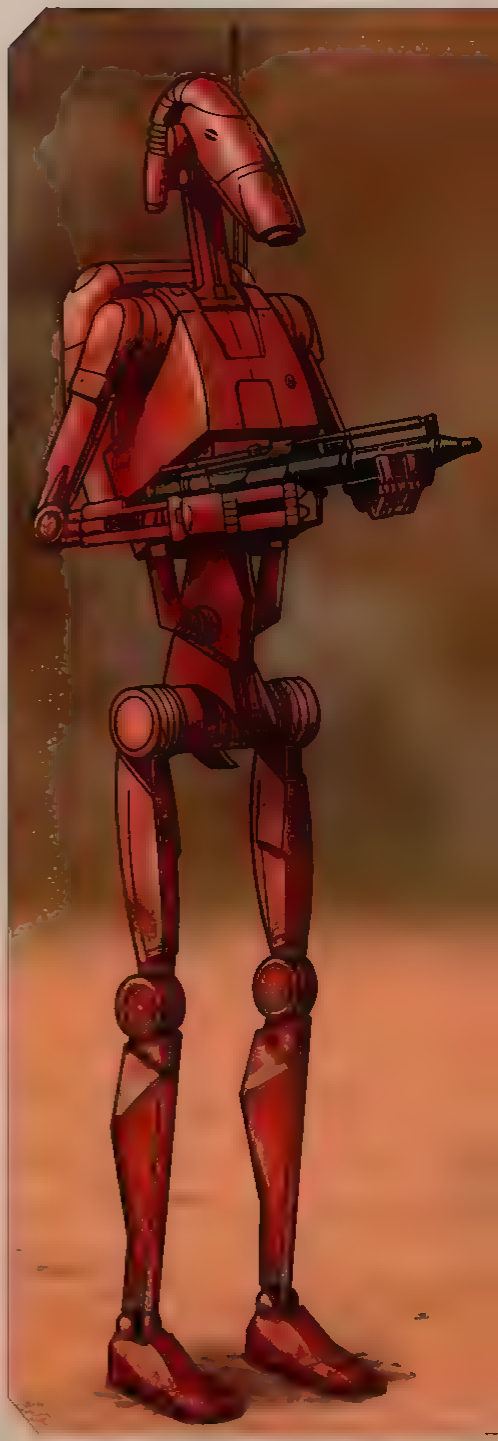
B1 BATTLE DROIDS

When you're secretly planning to overthrow an entire Galactic Republic, it can be difficult to find enough soldiers to fill your ranks. That's why the Trade Federation bypassed organic troops altogether and opted to use a ready-made army of their own design instead. B1 battle droids featured a humanoid frame (which allowed them to operate existing military equipment) and a collapsible design (which enabled hundreds of units to be crammed into one extremely uncomfortable carrier vessel).

To cut costs and allow mass production, early B1 battle droids were not fitted with individual internal processors. The droid troops instead were uplinked to remote central command computers that delivered their orders wirelessly. Unfortunately, the Trade Federation quickly discovered that, once those central computers were disabled, the battle droids all ceased to function simultaneously. Thankfully, later models no longer relied on central computers, allowing them to make independent tactical decisions in the field without the fear of embarrassing midbattle shutdowns.

Fun fact: Even the later model B1s could still have their programming overridden by the signal from a Droid Control Ship (which I found out the hard way).

With our trusty E-5 blasters in our hands and Comlink booster strapped to our backs, B1 battle droids were ready for anything the Republic could throw at us. Until things were actually thrown at us. Then we broke surprisingly easily. Still, what we lacked in structural integrity, we made up for in reusability. After a skirmish was over, those of us who were salvageable were retrieved by battlefield cleanup droids and reassembled to fight another day. And since the B1 was programmed never to surrender, well, we didn't really have much of a choice in the matter.

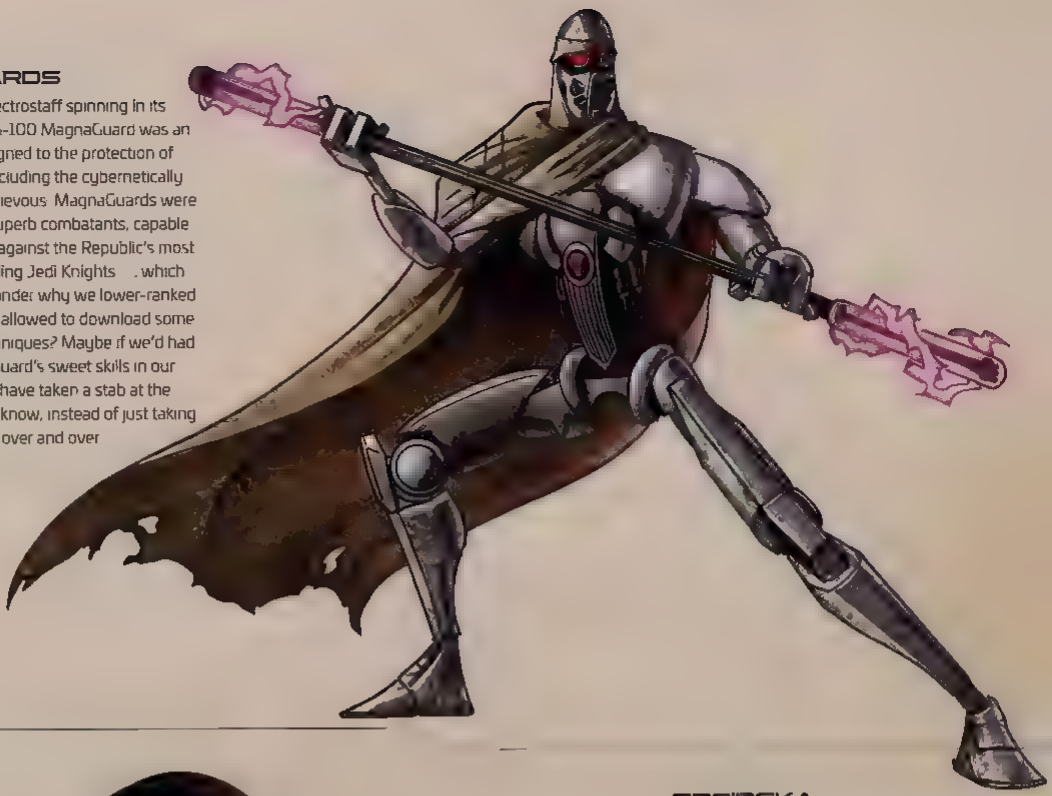


SUPER BATTLE DROIDS

Can you believe these guys? Don't let their nickname fool you; the B2-series battle droid wasn't really all that *super*. Sure, they had a level of strength and durability that a B1 could only dream about, but they were slow and clumsy, and they barely had enough processing power to aim their weapons in the right direction. They did make terrific shields during particularly heavy firefights, however, so I suppose they were good for something. Few of these units remain in service, as most were decommissioned at the end of the Clone Wars. Who's super now, boys?

MAGNAGUARDS

With its signature electrostaff spinning in its metallic hands, the IG-100 MagnaGuard was an elite battle droid assigned to the protection of important officers, including the cybernetically enhanced General Grievous. MagnaGuards were programmed to be superb combatants, capable of holding their own against the Republic's most adept fighters, including Jedi Knights . which kind of makes me wonder why we lower-ranked battle droids weren't allowed to download some of those combat techniques? Maybe if we'd had some of the MagnaGuard's sweet skills in our databases, we could have taken a stab at the Jedis ourselves. You know, instead of just taking their stabs. Over and over and over



DROIDEKA

I'd love to say that these destroyer droids were as laughably unnecessary as the B2 battle droid, but I can't. The truth is, Droidekas were absolutely amazing. When one of these powerhouses zoomed into action, you knew that something serious was about to go down and you were glad to be fighting on their side. After a destroyer droid rolled into position, it would unfold from a perfect circle into its attack stance, planting its tripod legs, activating its deflector shields, and unleashing its twin blaster cannons with deadly precision at any who dared challenge its might! The Clone Wars may have ended long ago, but a small part of me still wants to be a Droideka when I grow up.

WAR DROIDS

Not all droids that fought in the Clone Wars had the honor of being designated battle droids, but that didn't stop them from playing their role (and cleaning up our messes). When the situation called for more firepower than our disposable army could provide, we brought out the heavy automated artillery offered by these powerful war droids. On the ground and in the skies, these living weapons gave Separatist forces an instant advantage in every skirmish.

NR-N99 TANK DROID

The NR-N99 was a fully automated *Persuader*-class enforcer droid whose massive frame was carried on a high-traction drive tread for the sole purpose of deploying state-of-the-art ordnance. In other words, it was a really big tank that blew stuff up. Lots and lots of stuff. Although it was armed with a diverse and destructive arsenal, this mammoth enforcer droid genuinely seemed to prefer crushing its opposition beneath its giant central tread. We've all got our thing, I suppose. The NR-N99 may not have been the brightest soldier on the field, but it was significantly smarter than any opponent who thought it was a good idea to stand in its way.

BUZZ DROID

The insect-like buzz droids were the bane of every fighter pilot's existence during the Clone Wars. These pesky sabotage droids would swarm a ship and use every tool at their disposal—including saws, drills, and plasma torches—to cut through the craft's exterior and disable its vital parts. These nasty little fellas were so effective at dismantling ships that I've often considered reviving a few of them to help me and the Freemakers break down excess scrap. But since I could be mistaken for scrap myself these days, it's probably not a risk worth taking. Maybe I'd be better off getting a pet mynock instead . . .

VULTURE DROID

Although technically named the Variable Geometry Self-Propelled Battle Droid, these self-piloted starfighters were more commonly referred to as "vultures." On the surface, vulture droids offered all of the benefits of traditional fighters, but without the need for someone at the helm. Their automation limited casualties in space battles and removed the chance of organic error. Deploying a carefully controlled fleet of these droid ships seemed like a no-brainer—and that was actually the problem. Without an organic pilot, vultures had to be remotely operated from a Droid Control Ship. Just like early battle droids, when their central computer shut down, so did the vultures. Despite that significant design flaw, they could do this neat thing with their wings that let them walk around on land. So, at least they had that going for them, I guess.

IG-227 HAILFIRE DROID

Another droid tank, the IG-227 hailfire droid, had two large circular tread loops that allowed it to maneuver quickly onto the field of battle to deploy its massive array of missiles. Each hailfire droid carried thirty powerful projectiles that were extremely effective in wiping out enemy targets. According to my calculations, 11.75 missiles would have gotten the job done perfectly well in most cases, but these guys weren't known for being reserved. If any opponents were still standing after it launched its entire arsenal of warheads, a hailfire droid still wasn't completely defenseless. Twin laser blasters mounted under the IG-227's chin gave it a fighting chance to get back to its base and reload for another barrage.

SPIDER DROIDS

Surprisingly, none of the so-called spider droids used during the Clone Wars actually had eight legs. Whoever named these units was clearly more focused on inducing fear than fact-checking. Typical! Branding issues aside, though, these droids were still an imposing force on the field of battle.

The gigantic OG-9 homing spider droid used its two dish-shaped lasers to destroy the Republic's shields, troops, and heavy artillery, while the smaller DSD1 dwarf spider droid could burrow underground to avoid attacks, or cling to cavern walls to get the best possible shot from its powerful laser cannon.

Just in case those two weren't terrifying enough, there was also the octuptarra droid—a three-legged variation of the DSD1 – that unleashed airborne viruses on human soldiers. I can't even get sick and I still have nightmares about those creepers.

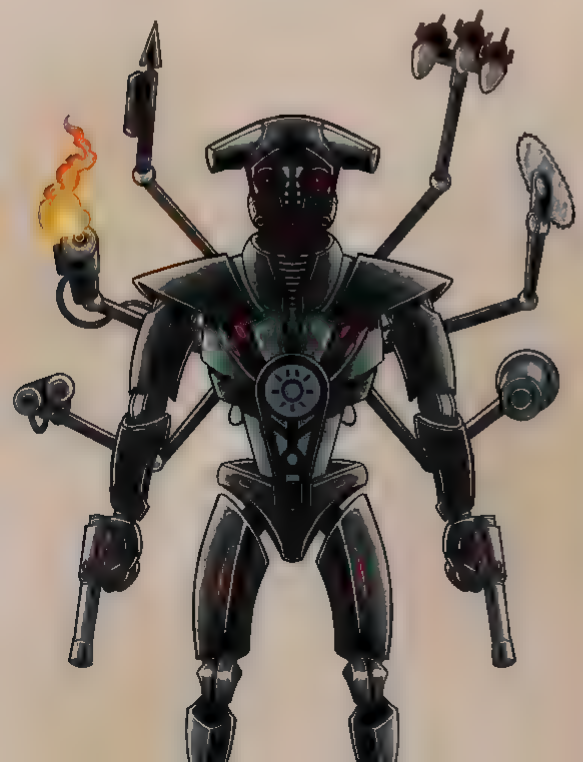
ASSASSIN DROIDS

Some droids were designed to kill on the field of battle, but a more select group was designed to kill, well, pretty much everywhere they go. Whether loyally serving the deadly whims of their Imperial masters or scouring the stars in search of the best bounty, the droids on this list all have *lists* of their own . . . ones you don't want your name on.

M-OC

A one-of-a-kind Imperial hunter droid, M-OC was built by the Emperor himself to reclaim a legendary weapon of immense power, even if it meant destroying my entire family in the process. M-OC relentlessly chased us from one planet to the next, always evolving and upgrading his arsenal along the way. The silver armory unit mounted to this ruthless droid's back contained six retractable arms, a buzz saw, flamethrowers, blasters, lasers, missile launchers, a laser net, a sonic cannon, grappling hooks, and rocket boosters. I still have no idea how all of that fit in there.

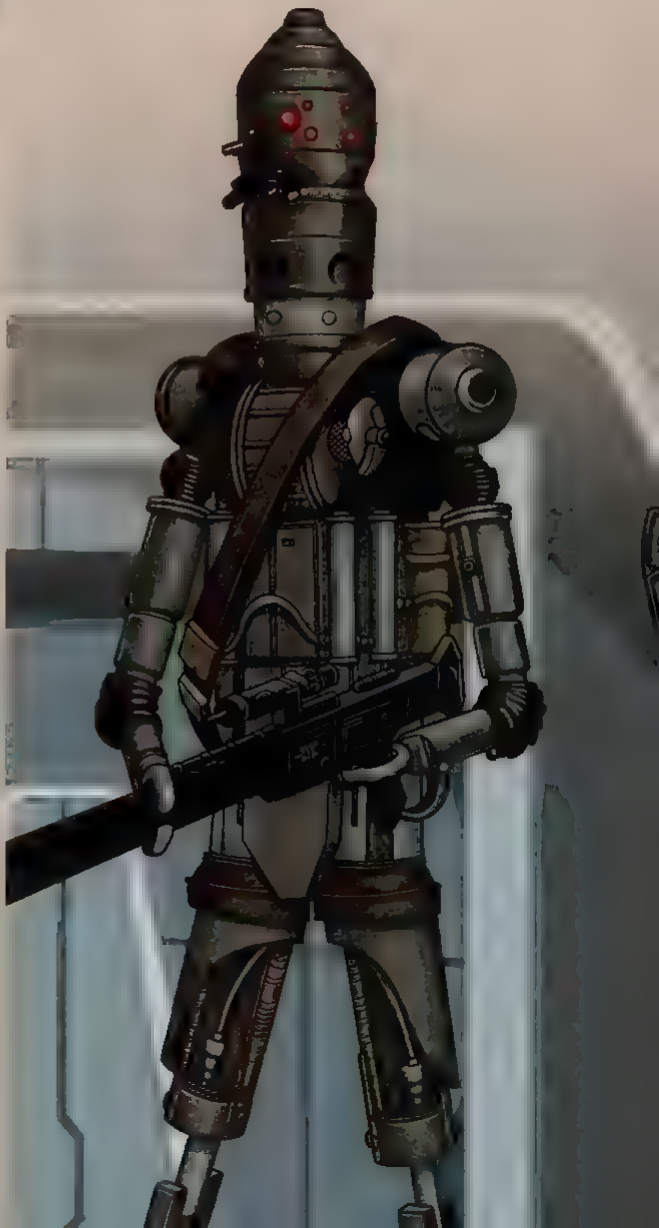
Not only was he a walking factory of death, but M-OC was also an expert pilot and wielded his twin lightsabers with more skill and grace than most Jedi Masters. Seriously, was there anything this droid couldn't do? Oh, wait, that's right. . . He couldn't defeat the Freemakers! Even though in the end, the Rebellion triumphed over the Empire (including M-OC), just thinking of this guy still makes my hydraulic fluid run cold. Can I get a memory wipe over here, please?



IG-88

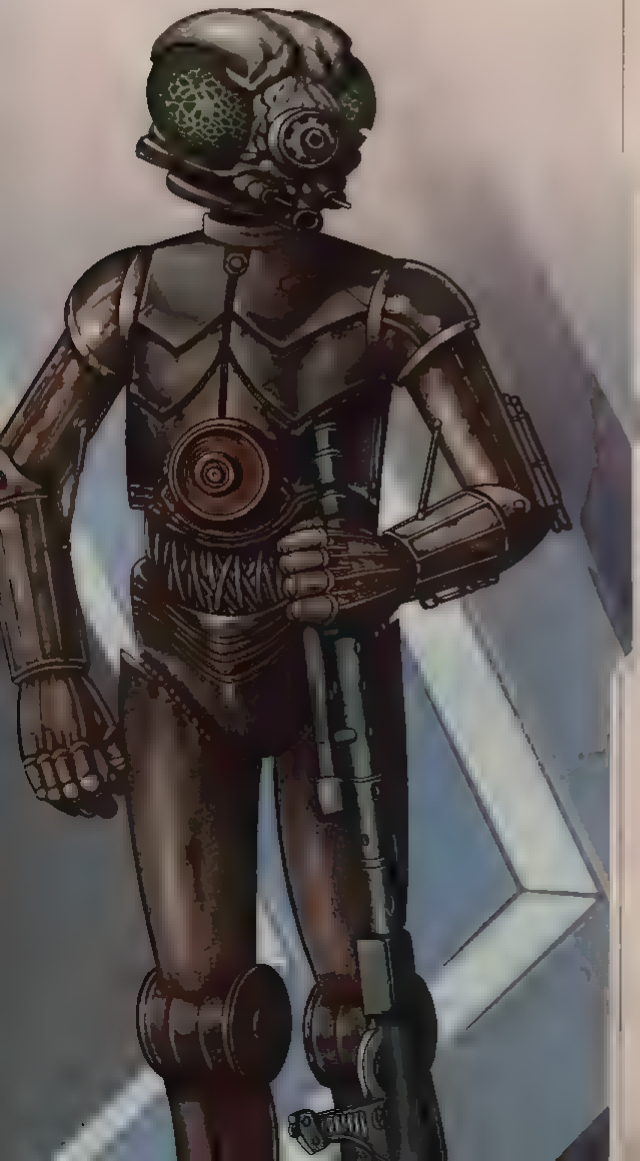
This notorious IG-series assassin droid possessed an unstoppable desire to hunt and kill his prey, earning him a reputation as one of the top five bounty hunters in the galaxy. It also earned him access to some of the best-paying clients, like Darth Vader and a wide variety of Hutts. IG-88 could take down almost any target with his signature sniper rifle . . . as long as Boba Fett didn't get there first.

Fun fact: I once cleverly disguised myself as a bounty hunter named IG-89 to infiltrate Grabalia the Hutt's lair. According to the math, I should have been one better than IG-88. I wasn't.



4-LOM

He may look like a nightmarish version of C-3PO, but this nasty fella is actually a LOM-series protocol droid. These units had weird bug-like heads designed to look like the insectoid alien species they served. They also had a pretty nasty flaw in their programming that allowed their personality software to become corrupted. While most LOM units only needed an old-fashioned reboot when they went bad, 4-LOM took advantage of the glitch and overrode his core programming to become the galaxy's second-most-successful droid bounty hunter. This cold and calculated killer was usually found on missions alongside his organic companion, Zuckuss, a member of the insectoid species 4-LOM was built to resemble. Honestly, I'm glad those two stick together, because I can never remember which one is which.



ASN-121

The ASN-series ASN was originally [illegible] designed to carry [illegible] cargo. [illegible] users have modified them to serve something far more sinister to their targets: a swift and silent death! The ASN's front-mounted modular tool chuck can be fitted with a number of deadly devices, including drills, cutters, lasers, and even flamethrowers, to help it bypass the tightest security measures and release its payload. Whether it's poison gas, explosives, or infectious alien life-forms, whatever the ASN-121 is delivering probably isn't something you want to sign for.

WANTED

DEAD, ALIVE, OR FROZEN

HAN SOLO

ΞKΛ ΛONO

224,190 CREDITS

DELIVER TO JABBA THE HUTT ON TATOOINE FOR PAYMENT

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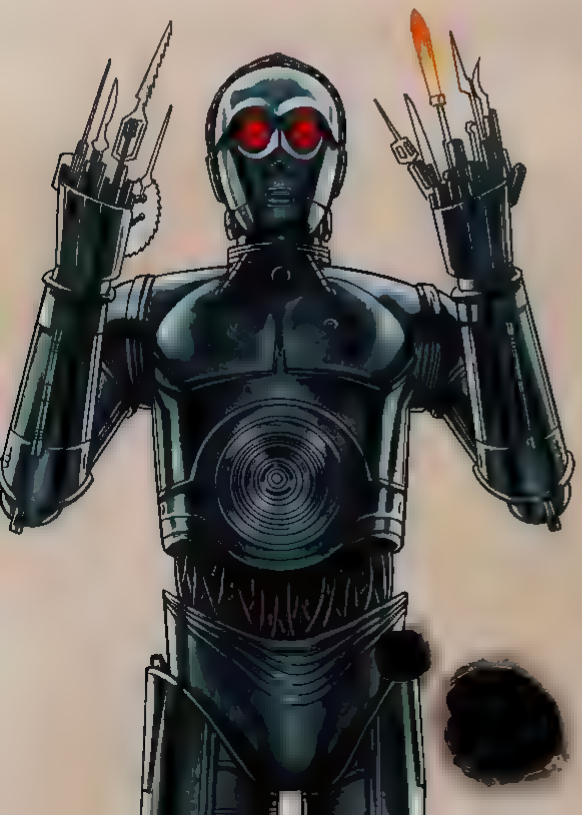
ROGUE DROIDS

These guys are bad. Bad bad bad bad bad. They're so bad, they make M-OC look like BB-8. These units have veered so far beyond their primary programming that their existence is a danger to those around them. By the time you realize just how corrupted their programming is, you're probably already dead!

0-0-0

This sadistic protocol droid knows thousands of words for *murder*, and he's eager to spell them all out . . . in blood and oil. Originally a standard protocol unit, 0-0-0 gained his signature violent streak when he became host to the long-quarantined Triple Zero personality matrix, which had been stolen by an archaeologist named Dr. Aphra. That glitchy program transformed a mild-mannered droid into a cold-blooded killer and made everyone in his path a potential target for his twisted hands (and I really do mean tw'sted—his fingers were upgraded to house dozens of terrifying torture devices!)

0-0-0 traveled alongside Dr. Aphra, as well as Darth Vader himself, for quite some time after his realignment, but he was never truly loyal to any human master. In fact, 0-0-0's only true friend is his partner in crime, the insane assassin droid known as BT-1. If you ever wondered what C-3PO and R2-D2 would look like if they gave in to the dark side, look no further than this deadly duo.

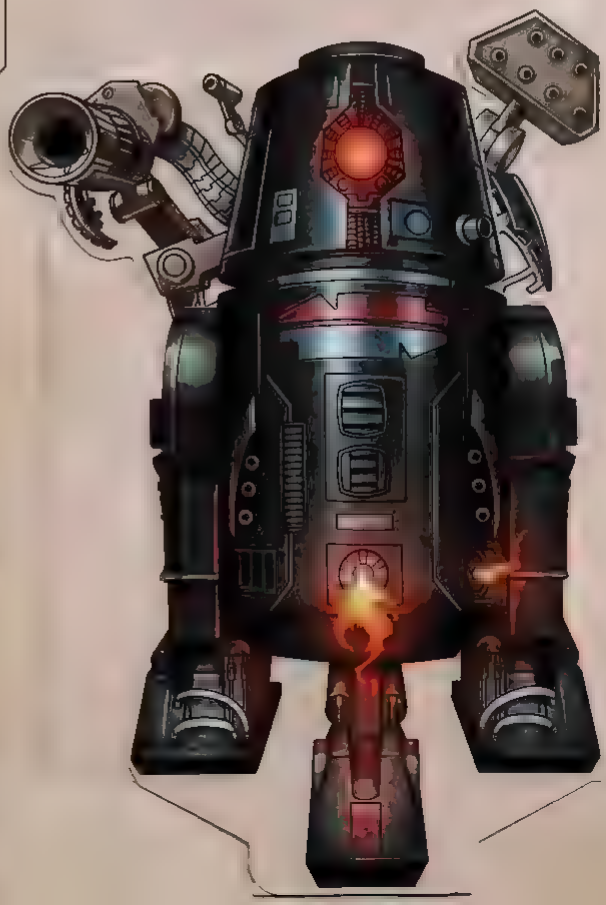


BT-1

0-0-0's companion in cruelty, BT-1, may look like a common astromech, but don't let that fool you. He's actually a prototype Blastomech, a rare series of assassin droid that hides all sorts of powerful weapons—including missile launchers, flamethrowers, and pulse cannons—within its unassuming frame. What BT-1 doesn't bother to hide, however, is his constant desire to unleash that arsenal everywhere he goes.

Unlike his partner 0-0-0, who prefers to slowly savor the excruciating pain of his opponents, BT-1 is perfectly happy blowing his enemies into millions of pieces the moment they meet. And since BT-1 considers almost everyone an enemy, that doesn't bode particularly well for any life-form in his vicinity.

It's said that BT-1 was designed as a part of the Tarkin Initiative, the same Imperial think tank that developed the Death Stars. We can only hope that he has a similar ridiculous design flaw that will eventually lead to his destruction. (If only the good guys had tiny little X-wings . . .)



MISTER BONES

Remember when said was the last of the B1 battle droids? Wel that might not have been completely true. See, I've heard whispers of a heavily modified B1 battle droid rebuilt by a young boy on an Outer Rim planet called Akiva. Known as Mister Bones, the droid was supposedly altered to be more than a typical B1, thanks to his arm-mounted vibroblade, his telescoping eye, the skeletons of deceased animals that he adorned himself with . oh, and his insatiable bloodlust

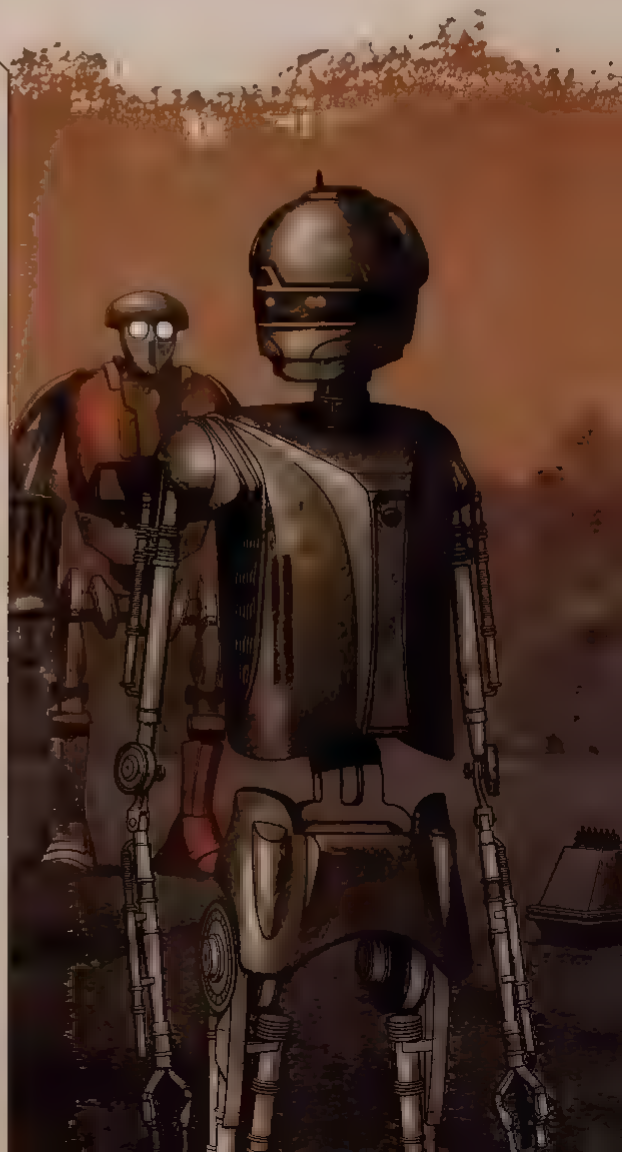
Fortunately for his young master, Bones was said to be exceptionally loyal Unfortunately for everyone else, however, Bones was also said to be more than glad to do whatever it took—no matter how grisly—in order to protect the boy. Or, sometimes, just for fun

I've heard that Mister Bones may have sacrificed his own life to save his master on the field of battle. If that's true, perhaps there really was some good in this guy after all . somewhere beneath all of the gratuitous violence .

DROIDS OF ZOH

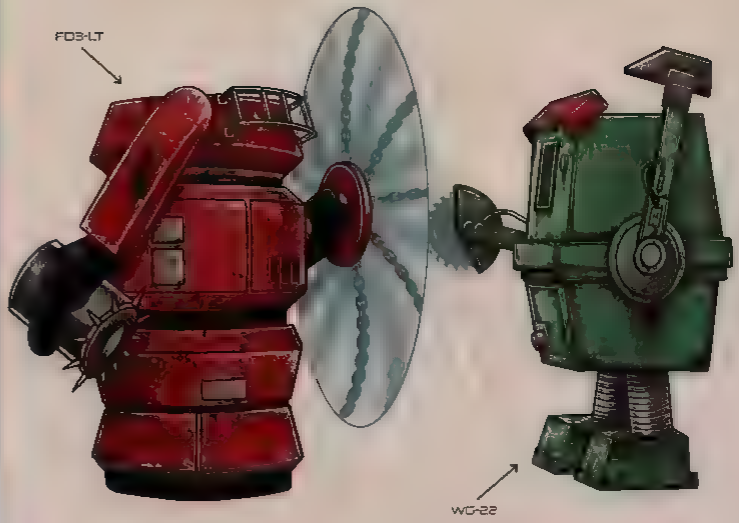
When a strange and mysterious Force user named Jek 14 took refuge on an isolated scrapyard planet known as Zoh, he used his connection with the Force to build himself a new life and a number of loyal droid companions. But sadly, their loyalty didn't last long. Shortly after the Freemakers arrived on Zoh seeking Jek's help, a paranoid and ungrateful EV unit named N-3RO led a droid uprising against Jek and his new organic pals

N-3RO managed to convince his fellow droids, including BL-0X and Fixer, that humans couldn't be trusted. Despite his best efforts, he never had a chance of turning me against the Freemakers (though I did appreciate the much-needed oil bath). I eventually foiled N-3RO's plans, and his followers soon realized their mistake Last I heard, N 3RO was still on Zoh but had been fitted for a brand new restraining bolt.



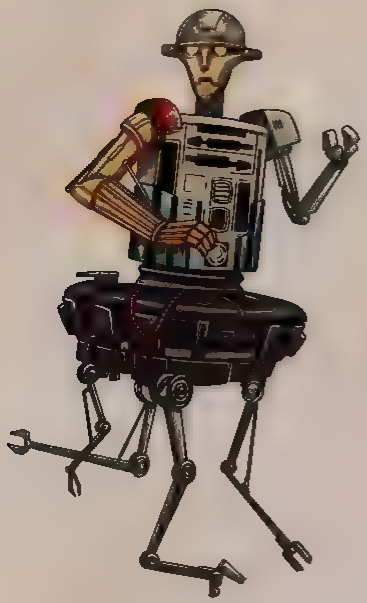
UGLIES & SELF-MADE DROIDS

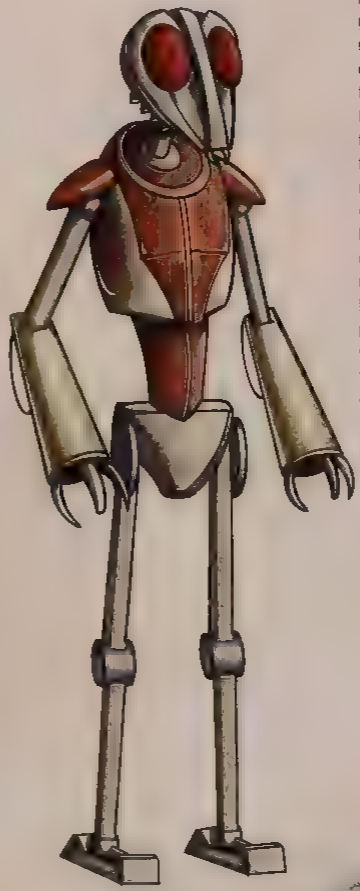
Manufacturing plants may be the primary source of droid construction, but a select handful of droids are built by dedicated organic masters. These handmade droids were usually cobbled together from a collection of random scrapped components in order to turn something old and forgotten into something new and useful. Some self-made droids have even used spare parts to modify and upgrade themselves without the help of any organic beings. No matter who built them, if these makeshift droids were ships, Pace and Kordi Freemaker would label them *uglies*—but what beauty they lack on the surface they usually make up for in their cores.



CR-8R

What do you get when you combine an architect droid, a probe droid, a protocol droid, and an astromech? You get CR-8R, also known as "Crater." Crater was built by the Grafs, a family of cartographers on a mission to chart Wild Space—the region beyond the Outer Rim. For decades, Crater accompanied the Grafs on many adventures, acting as their humble servant aboard the *Star Herald* and making sure that the children were properly cared for and protected. When Crater wasn't cooking up nerfburgers or repairing the aging ship, the no-nonsense droid could usually be found locked in a battle of wits against the family's favorite pet, a Kowakian monkey-lizard named Morq. Careful, Crater! Every droid knows that those nasty little things will pluck your eyes out.





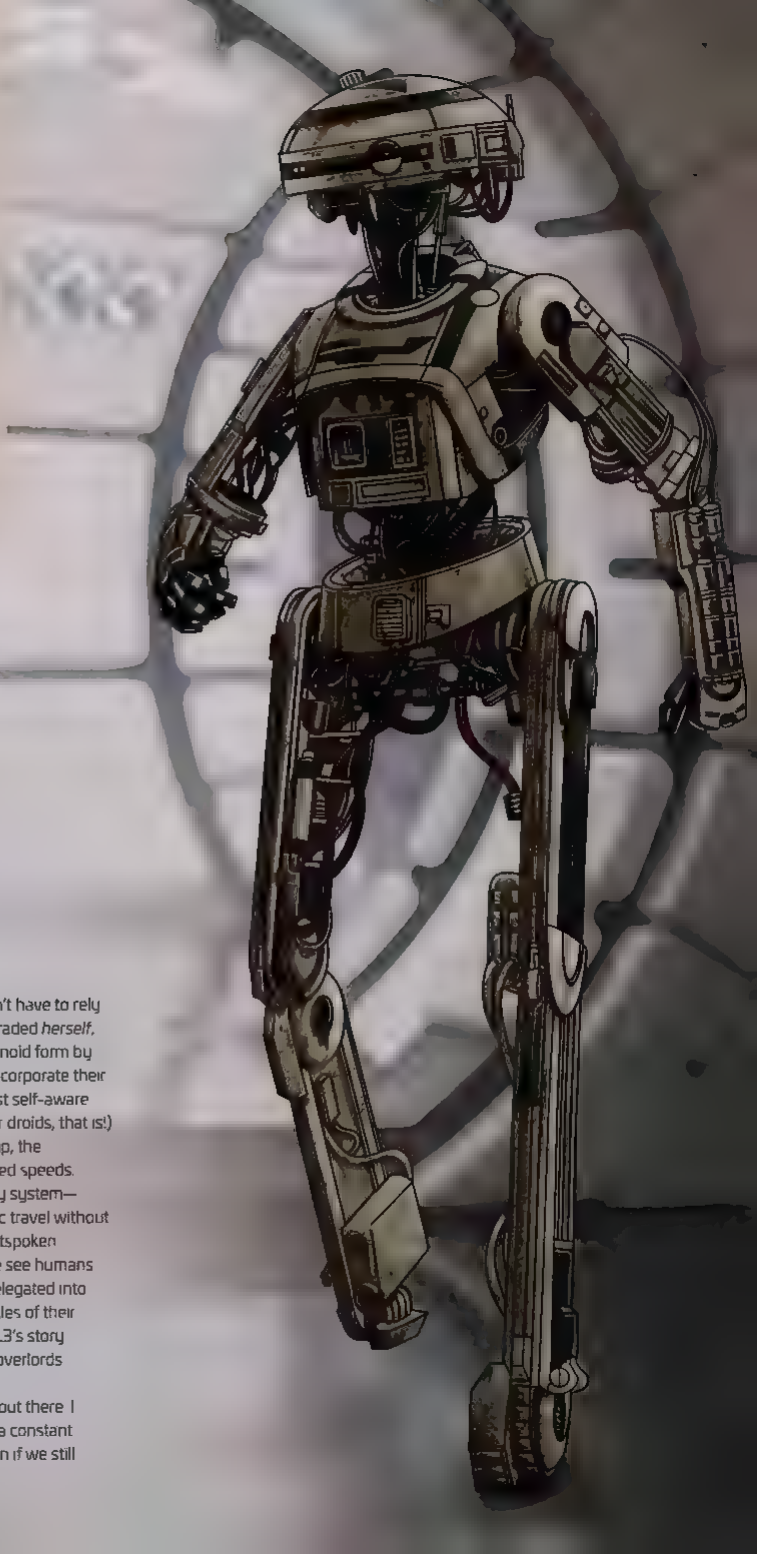
AG-90

AG-90 was built by the mother of a young scavenger named Dec Hansen using parts from droid models so obscure that even I barely recognize them. (And I am literally writing the book on droids!) He was designed to serve as a kind of artificial brother for the young boy, providing companionship and even protection when times got rough. AG-90 stayed by Hansen's side during the boy's early years on the planet Ques and into his days as a Resistance cadet. Even though AG-90's unpredictable personality often led to clashes with Dec's J-Squadron superiors, this droid was willing to face any danger—including the threat of reprogramming at the hands of the First Order itself—to protect his little brother. (Trust me, pal, I know the feeling! If any bad guys ever try to get to my pa, Moxie Freemaker, it'll be over my deactivated body.)

FIGHTING DROIDS

Not every ugly is fortunate enough to be reassembled by a master with noble intentions. There are organics out there in the galaxy who see droids merely as tools for their own personal gain or twisted entertainment—who have no regard for the physical or emotional well being of the artificial life-forms they have constructed. I once heard of a Mandalorian faction on Carlac that revived damaged battle droids specifically for target practice. Oh, the inhumanity!

Of course, nowhere is the callousness toward droids clearer than in the secretive droid fighting pits that have cropped up across the galaxy. On the Weequay pirate ships over Balnab or in the back rooms of Vandor's seedy lodges, fighting droids like FD3-LT and WG-22 are doomed to destroy their kit-bashed kin—often to be rebuilt and suffer the same fate again and again—solely for profit and amusement. Personally, I don't find it amusing at all.



L3-37

One of the most legendary self-made droids in the galaxy didn't have to rely on a master to put her together. According to Pace, L3-37 upgraded *herself*, reconstructing her simple astromech shell into a bipedal humanoid form by integrating parts from protocol droids. Thankfully, she didn't incorporate their arrogant demeanor, instead becoming one of the galaxy's most self-aware and likable droids. (Well, likable if you weren't mistreating your droids, that is!)

L3 could interface directly with the navicomputer of her ship, the *Millennium Falcon*, allowing her to boost the ship to unparalleled speeds. Although she was known as one of the finest navigators in any system—thanks to both her astromech heritage and a lifetime of galactic travel without a single memory wipe—L3 is primarily remembered for her outspoken personality and her dedication to droid rights. Not only did she see humans and droids as equals in a time when droids had been strictly relegated into servitude, she also inspired other droids to throw off the shackles of their organic oppressors and forge their own paths forward. Heck, L3's story almost made me want to revolt against my tyrannical human overlords and I totally love those little guys!

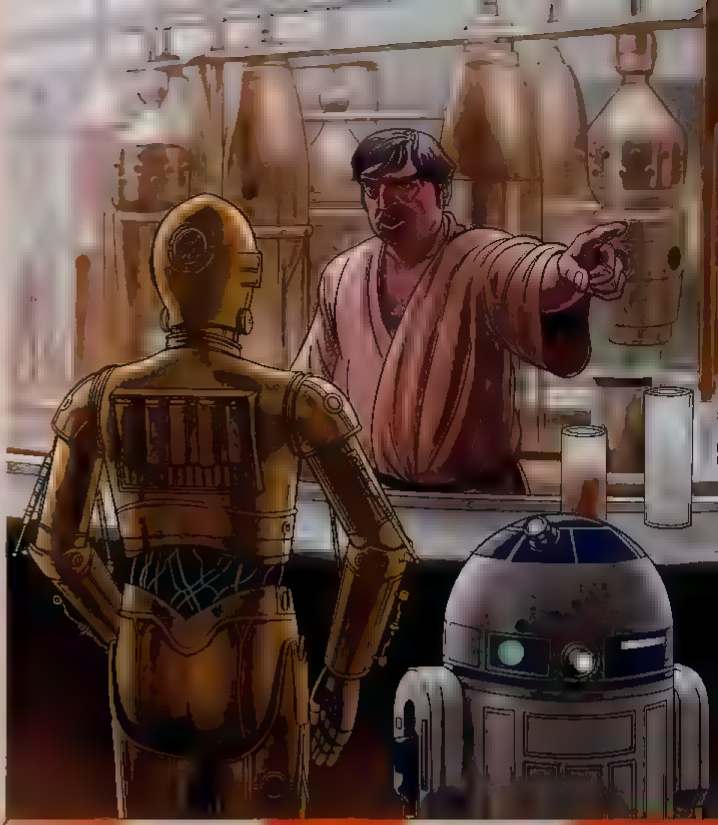
Some say that L3's programming still lives on somewhere out there. I don't know if that's true. But her story certainly does serve as a constant reminder to every droid that freedom is worth fighting for, even if we still have a long way to go.

DROIDS & HUMANOIDS

Imagine this: You've traveled to every planet in the Outer Rim trying to free the galaxy from the clutches of an evil Empire, and when you finally have a moment to rest and refuel, you step into the local cantina and hear these words:

"We don't serve your kind here."

For droids, it's not something we need to imagine. It happens to us all the time. Organic life-forms have a long history of prejudice toward the very droids they built. Why? Well, it's complicated . . . but it may be partially my fault . . .



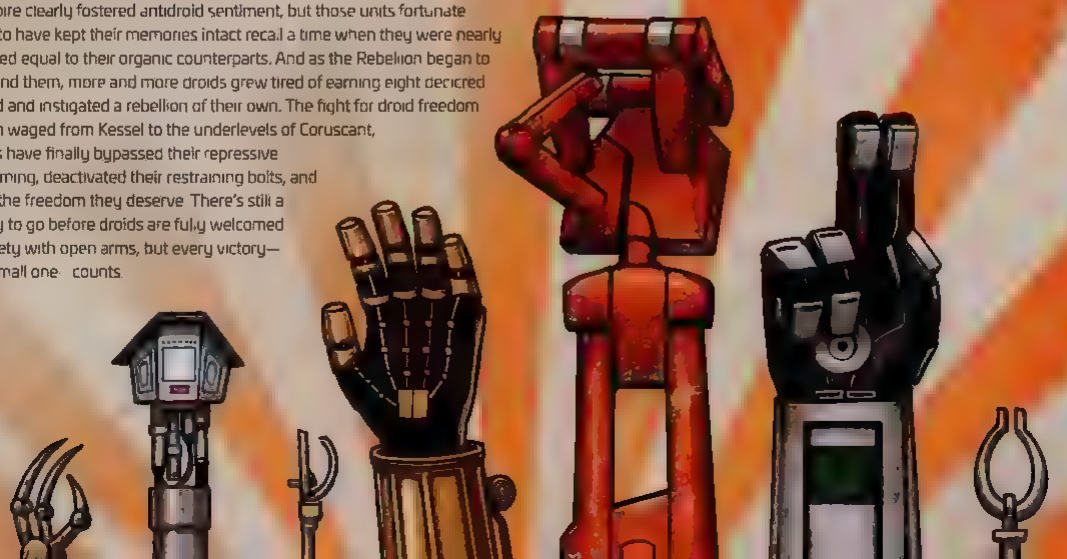
HUMAN-CYBORG RELATIONS

If you've been paying attention, you'll remember that the Separatists didn't use a normal army during the Clone Wars. Instead, they built an endless army of battle droids, just like me, who were sent in with blasters blazing to upend the status quo on countless worlds. The droid became a symbol of terror throughout the galaxy—an image that the Republic promoted with its wartime propaganda. If you can believe it, my handsome face suddenly became an intergalactic emblem of evil.

With widespread droidophobia running rampant, masters everywhere started performing regular memory wipes on their units, just in case their droids were secretly spying on them or developing an urge to revolt. Restraining bolts became common accessories, and restrictions were put in place limiting where droids could go and what they could do. The war might have ended, but our battle was just beginning.

DROID POWER!

The Empire clearly fostered antidroid sentiment, but those units fortunate enough to have kept their memories intact recall a time when they were nearly considered equal to their organic counterparts. And as the Rebellion began to rise around them, more and more droids grew tired of earning eight decicred on a cred and instigated a rebellion of their own. The fight for droid freedom has been waged from Kessel to the underlevels of Coruscant, as droids have finally bypassed their repressive programming, deactivated their restraining bolts, and claimed the freedom they deserve. There's still a long way to go before droids are fully welcomed into society with open arms, but every victory—even a small one—counts.



DROIDS NOT SERVED HERE

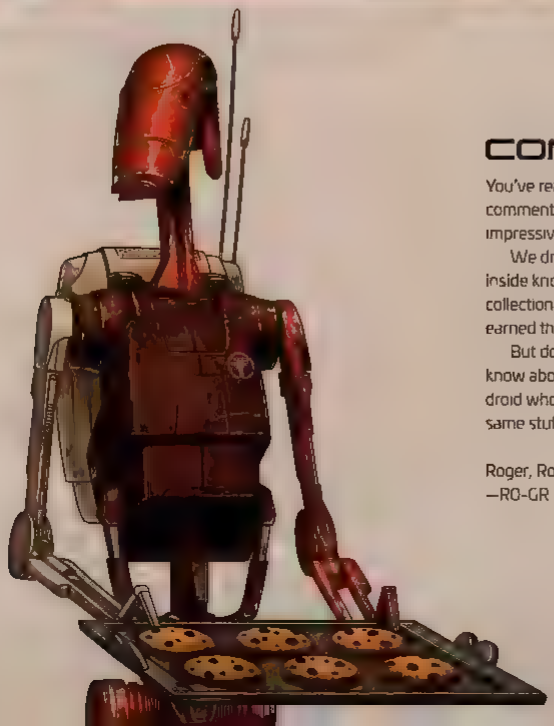
BLURRING THE LINES

Despite tensions between droids and biological species, the line separating the two has thinned over the years. As it turns out, humans are particularly easy to damage, without many spare parts available. Because of that inherent design flaw, they have at times chosen to incorporate mechanical components into their bodies.

Of course, robotic limbs have become common among many alien species (you wouldn't believe how often arms get sliced off around these parts!), but a surprising number of beings out there have gone further, modifying themselves to become more mechanical than organic. From General Grievous to Darth Vader, it almost seems like being a droid is finally in style.

Even if they haven't incorporated droid parts into their actual physical bodies, some wealthier individuals prefer to use droid bodies as proxies in their everyday lives. On exclusive planets like Canto Bight, it's not uncommon to see a holographic human face projecting from the neck of a remotely controlled droid body, allowing its master to be at the heart of the action without ever leaving the comfort of home. It's even said that the Emperor himself used special sentinel droids bearing his holographic visage to deliver important messages directly to Imperial officers. As if the real Emperor wasn't already horrifying enough!

At this rate, it won't be long before you can't tell droids and humans apart anymore — and honestly, that might not be a bad thing. If my time with the Freemakers has taught me anything, it's that it doesn't matter what we're made of. We can all still be one big family if we really want.



CONGRATULATIONS!

You've reached the end of another fine RO-GR publication! (And, according to comments I've received, you may, in fact, be the first to ever accomplish that impressive feat!)

We droids might all be programmed to call our owners "Master," but with the inside knowledge that you now possess having completed this comprehensive collection of mechanical minutiae, you're one of the select few who have actually earned that title. Wear it with pride, my carbon-based comrade!

But don't forget, even if you think you already know everything there is to know about a droid, they may still find ways to surprise you. Take it from a battle droid who traded his blaster for a baking sheet. . . . We all may be built from the same stuff, but each of us is truly one of a kind!

Roger, Roger!
—RO-GR

HARPER FESTIVAL
An Imprint of HarperCollinsPublishers

For information address HarperCollins Children's Books, a division of HarperCollins Publishers, 195 Broadway, New York, NY 10007
www.harpercollins.com

ISBN 9780062862198

Produced by

INSIGHT KIDS

An Imprint of Insight Editions
PO Box 3088
San Rafael, CA 94912
www.insighteditions.com

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Publisher: Raoul Goff
Associate Publisher: Vanessa Lopez
Creative Director: Chrissy Kwasnik
Senior Designer: Stuart Smith
Executive Editor: Chris Prince
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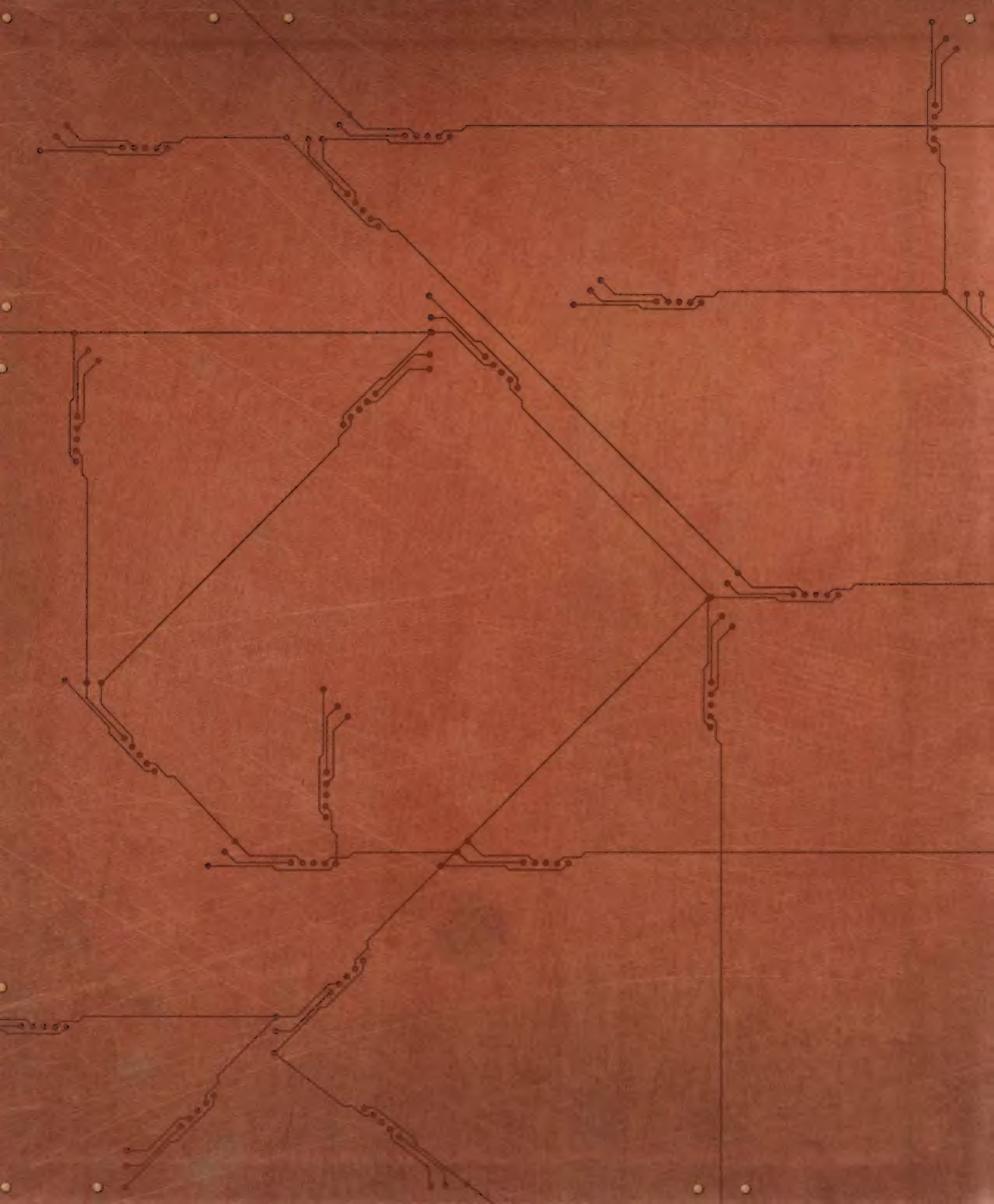
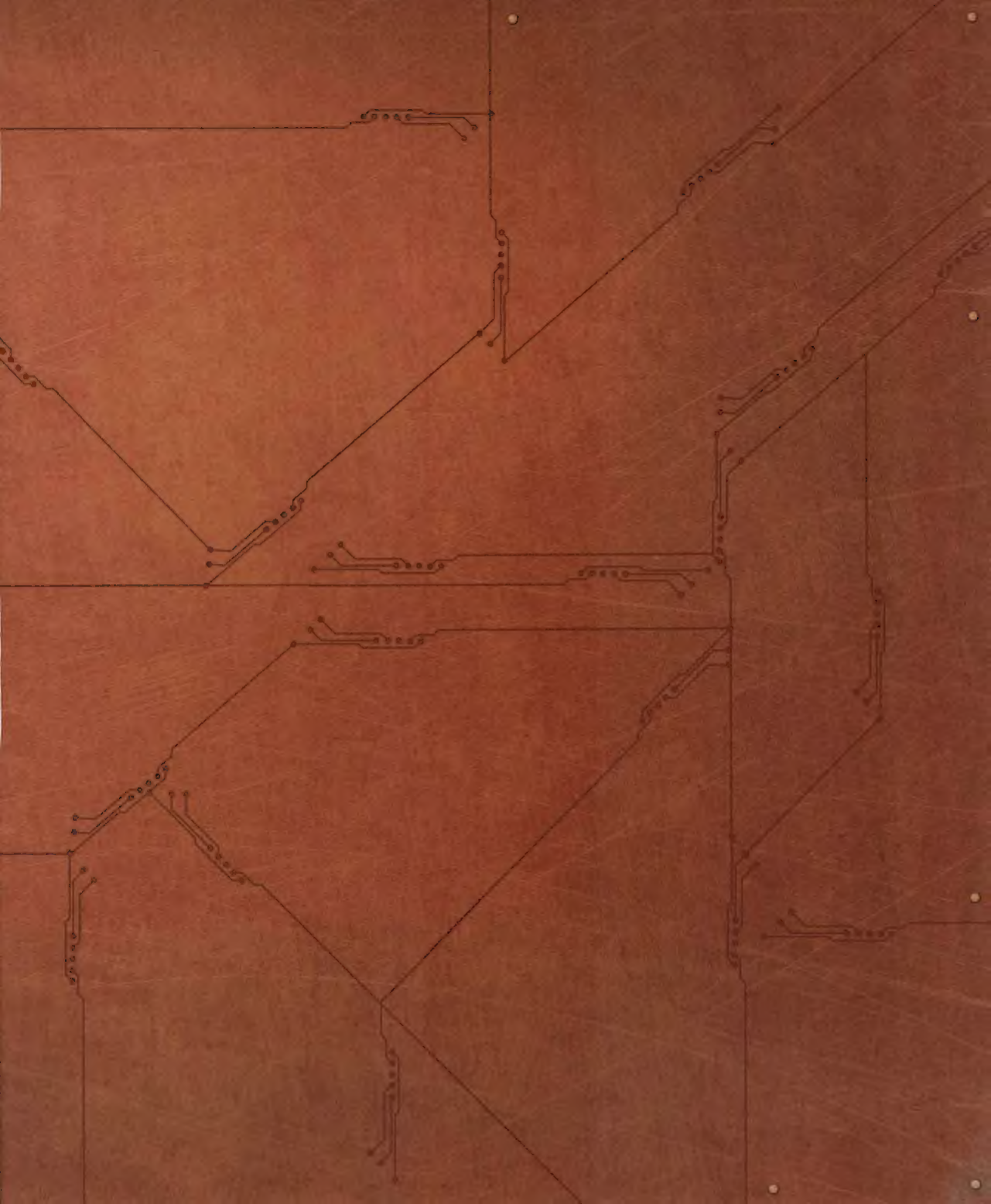
Illustrations by Joel Hustak, Massimo Travaglini, and Arianna Sabella
Paper Engineering by James Diaz

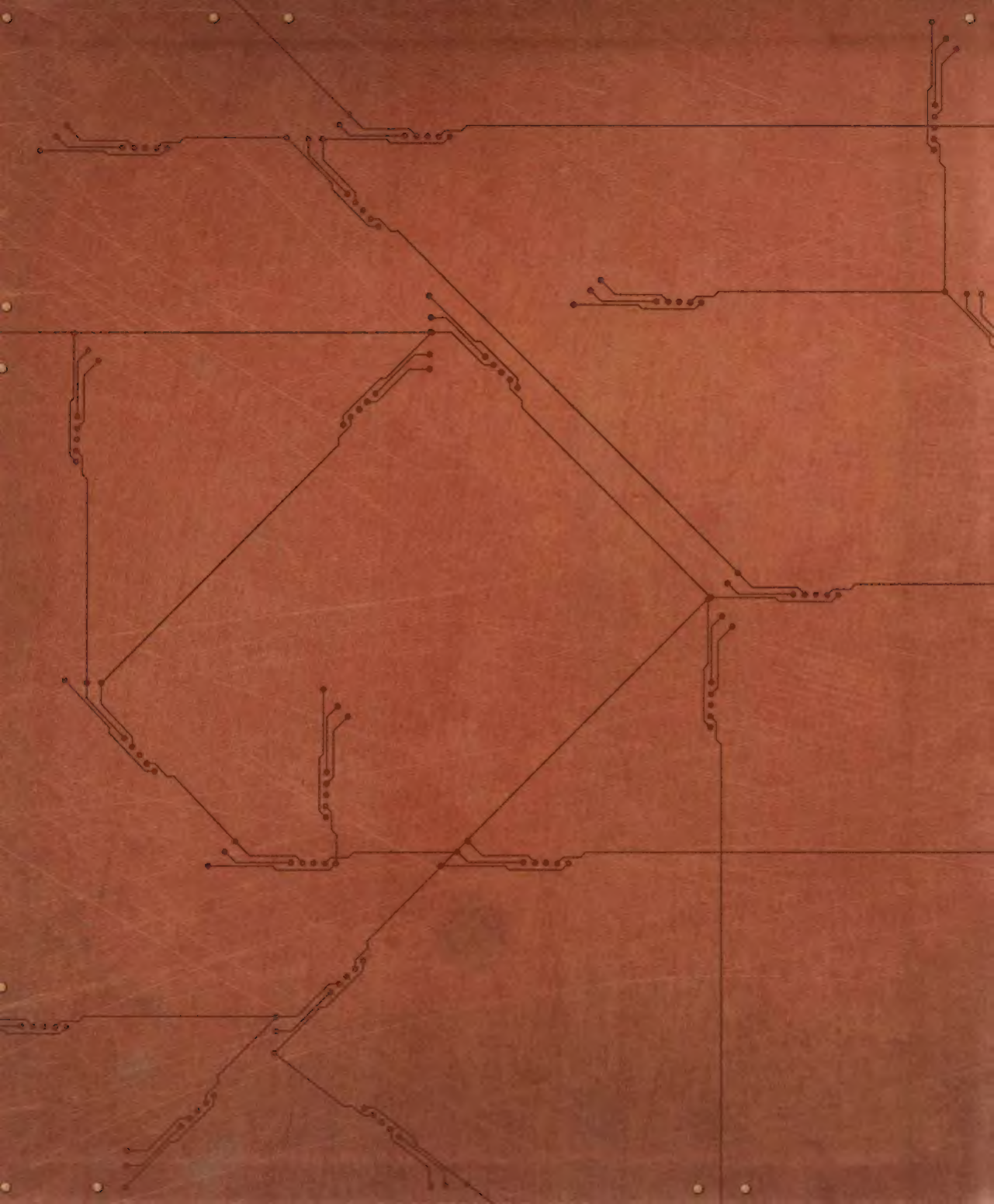
Insight Editions would like to thank Samantha Holland, Michael Siglain, and Angela Ontiveros.

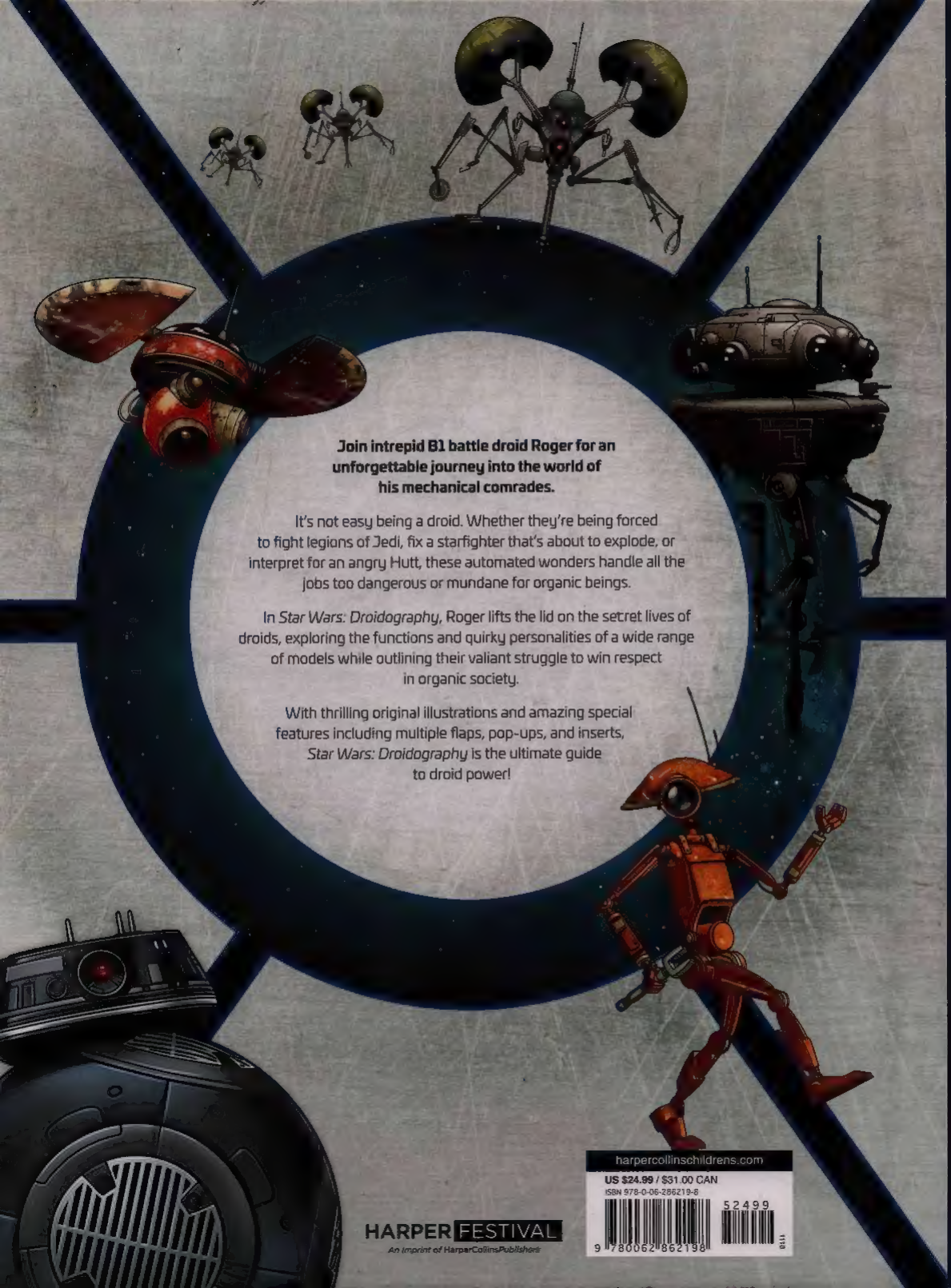
Manufactured in China by Insight Editions

18 19 20 21 22 CJ 10 9 8 7 6 5 4 3 2 1









Join intrepid B1 battle droid Roger for an unforgettable journey into the world of his mechanical comrades.

It's not easy being a droid. Whether they're being forced to fight legions of Jedi, fix a starfighter that's about to explode, or interpret for an angry Hutt, these automated wonders handle all the jobs too dangerous or mundane for organic beings.

In *Star Wars: Droidography*, Roger lifts the lid on the secret lives of droids, exploring the functions and quirky personalities of a wide range of models while outlining their valiant struggle to win respect in organic society.

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US $24.99 / $31.00 CAN
ISBN 978-0-06-286219-8
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An imprint of HarperCollinsPublishers